

# A Valentine's Day Massacre

TOWNSFOLK



**Chef** You start knowing how many pairs of evil players there are.



**Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.



**Empath** Each night, you learn how many of your 2 alive neighbors are evil.



**Sailor** Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



**Chambermaid** Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



**Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



**Flowergirl** Each night\*, you learn if a Demon voted today.



**Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



**Amnesiac** You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



**Courtier** Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



**Huntsman** Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



**Tea Lady** If both your alive neighbors are good, they can't die.



**Virgin** The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDERS



**Saint** If you die by execution, your team loses.



**Sweetheart** When you die, 1 player is drunk from now on.



**Damsel** All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



**Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINIONS



**Godfather** You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**Widow** On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



**Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



**Evil Twin** You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMONS



**Leech** Each night\*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.



**Vigormortis** Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



**Vortex** Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Legion** Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

 Minion info

 Demon info

 Sailor

 Leech

 Widow

 Courtier

 Godfather

 Evil Twin

 Huntsman

 Damsel

 Amnesiac

 Washerwoman

 Chef

 Empath

 Dreamer

 Chambermaid

 Dawn

*First Night*

*A Valentine's Day Mass...*



Only 1 jinxed character can be in play.

*A Valentine's Day Mass...*

*Other Nights*

Dusk  Sailor  Courtier  Monk  Scarlet Woman  Legion  Vortex  Vigormortis  Leech  Godfather  Sweetheart  Huntsman  Damsel  Amnesiac  Empath  Dreamer  Flowergirl  Chambermaid  Dawn 