


















How Many Times Do I Have To Kill You?





TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	Flowergirl	Each night*, you learn if a Demon voted today.
	Undertaker	Each night*, you learn which character died by execution today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Fool	The 1st time you die, you don't.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]




OUTSIDERS

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	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.
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINIONS

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Vizier	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

 Minion info

 Demon info

 King

 Sailor

 Godfather

 Devil's Advocate

 Huntsman

 Damsel

 Amnesiac

 Investigator

 Grandmother

 Dawn

 Vizier

First Night

How Many Times Do I Ha...



If the Investigator learns that the Vizier is in play, the existence of the Vizier is not announced by the Storyteller.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

Dawn 

King 


Flowergirl 

Undertaker 


Grandmother 

Amnesiac 

Damsel 

Huntsman 


Choirboy 


Godfather 

No Dashii 

Fang Gu 

Imp 

Scarlet Woman 

Devil's Advocate 

Sailor 

Dusk 

How Many Times Do I Ha...

Other Nights