









## ONIONS HAVE LAYERS . . . by Gatorcat



### TOWNSFOLK

	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.


### OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

### MINIONS

	<b>Baron</b>	There is an extra Outsider in play. [+1 Outsider]
	<b>Marionette</b>	You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]


### DEMONS

	<b>Lil' Monsta</b>	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
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\*Not the first Night

### JINXES

 	The Marionette neighbours a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token.
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