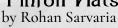
Tinfoil Hats





Knight

You start knowing 2 players that are not the Demon.



Chef

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



You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter

💯 You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



You start knowing I in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Each night, you learn I player of each character type, until there are no more types to learn. [+1 Outsider]



Puzzlemaster

I player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Whoever wins, loses & whoever loses, wins, even if you are dead.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lil' Monsta Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Use the Djinn's special rule. All players know what it is.



Gardener

The Storyteller assigns 1 or more players' characters.

A Pit-Hag can not create a Heretic.



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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Alchemist

You have a not-in-play Minion ability.



Pacifist

Executed good players might not die.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Once per game, at night*, choose a player: they die, even if for some reason they could not.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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



Sentine1

There might be 1 extra or 1 fewer Outsider in play.







If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.





If a Demon chooses Lil' Monsta, they also choose a Minion to become and babysit Lil' Monsta tonight.





If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.