

The Minion is Angeled and the Demon Has Two Bluffs

by Rohan Sarvaria

TOWNSFOLK



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Chambermaid

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Engineer

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



Philosopher

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDERS



Devil's Advocate

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



Pit-Vag

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



Pukka

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Angel

Something bad might happen to whoever is most responsible for the death of a new player.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Vigormortis

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



Legion

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

MINIONS

DEMONS

FABLED

MINNES

Legion and the Engineer can not both be in play at the start of the game. If the Engineer creates Legion, most players (including all evil players) become evil Legion.