

# The Minion is Angeled and the Demon Has Two Bluffs

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TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

FABLED

JINKS



## Empath

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



## Chambermaid

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



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## Savant

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



## Mutant

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



## Devil's Advocate

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



## Pit-Hag

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 neighbors are poisoned.



## Angel

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



The Chambermaid can detect if the Mathematician will wake tonight.



The Mathematician might learn if the Lunatic attacks a different player than the real Demon attacked.



If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.



## Juggler

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



## 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.



## 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 neighbor. [-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]

