

The Key Is Good Execution

by Alex

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Bounty Hunter

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Chambermaid

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



Balloonist

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Mutant

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



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Fearmonger

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



Goblin

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



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Djinn

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

OUTSIDERS

MINIONS

DEMONS

FABLED

TRAVELERS

JINXES



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

Each night*, you learn if a Minion nominated today.



Amnesiac

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Pacifist

Executed good players might not die.



Magician

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Lunatic

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



Organ Grinder

All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Sentinel

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



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



If players' eyes were closed during the nominations, the Flowergirl learns how many times the Demon voted.



If Leviathan is in play & the Ravenkeeper dies by execution, they wake that night to use their ability.