

Catfishing

by Emily

TOWNSFOLK

Investigator



You start knowing that 1 of 2 players is a particular Minion.

Chef



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

Grandmother



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

Balloonist



Each night, you learn a player of a different character type than last night. [-1 or +1 Outsider]

Dreamer



Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.

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.

Snake Charmer



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

Drunk



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

Recluse



You might register as evil & as a Minion or Demon, even if dead.

Sweetheart



When you die, 1 player is drunk from now on.

OUTSIDERS

Godfather



You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

Cerenovus



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

Imp



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Vigormortis



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

MINIONS

DEMONS

Gambler



Each night*, choose a player & guess their character: if you guess wrong, you die.

Savant



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

Philosopher



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

Ravenkeeper



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

Amnesiac



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

Cannibal



You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

Mutant



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

Lunatic



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

Pit-Hag



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

Widow



On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

Fang Gu



Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]