

Shabby Musings

by Small Eric

TOWNSFOLK

Grandmother

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

Washerwoman

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

Librarian

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

Knight

 You start knowing 2 players that are not the Demon.

Pixie

 You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Shugenja

 You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

Magician

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

OUTSIDERS

Lunatic

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

Drunk

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

Godfather

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

Assassin

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

Shabaloth

 Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

MINIONS

DEMONS

JINXES

Sorceress

 When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Sorceress

 If the Spy is (or has been) in play, the Damsel is poisoned.

Professor

 Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Nightwatchman

 Once per game, at night, choose a player: they learn you are the Nightwatchman.

Huntsman

 Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Virgin

 The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Mayor

 If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Sage

 If the Demon kills you, you learn that it is 1 of 2 players.

Politician

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

Damsel

 All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

Goblin

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

Spy

 Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.