



Theatre of Love

TOWNSFOLK



Heartthrob

One player is the secret admirer. Each night, learn their character. You are immune to misregistration.



Romantic

Each night, you learn the character of one of your alive neighbours.



Bachelor

Each night, you learn a random player's (different to previous nights) character.



Caretaker

Each night, learn a character that another player has learned tonight, if possible.



Method Actor

Each night, learn your character. You might register as a not in play Minion or Demon.



Make-up Artist

Each night, learn an arbitrary character. The next day, the starting Make-up Artist may ask the Storyteller in private, a yes or no question about the character.



Stargirl

Each night, learn a character according to a certain rule. Each day, the starting Stargirl may privately guess what the rule is: they learn how accurate they are.

OUTSIDERS



Loner

Each night, learn an arbitrary character. If in play, silently swap characters with that player and you don't wake up tonight.



Stagehand

If you're dead, the storyteller has the ability to silently swap 2 players each night.

MINIONS



Body Double

Each night, you may choose a player: Silently swap characters with them. You might register as the Demon. The Demon might register as a Townsfolk.



Director

Each night*, you may choose 2 players. They silently swap characters.

DEMONS



Cupid

Each night*, choose a player: they die. Or choose 2 players: they silently swap characters and one of them dies.



Saraab

Each night*, choose a player: they die. Your 2 Townsfolk neighbours might register as Demons.



Wall Monitor

Travelers cannot have their characters swapped.



Playwright

Once per day you may publicly elect a player. If a majority of players agree, you may silently swap their character with a privately chosen player.



Evil Ex

You start knowing one player of opposite alignment who is your ex. The first time they are executed, change alignments. You only learn the Demon if you become evil.

FABLED TRAVELERS



Drama Queen

Each night*, learn the character of the player that was most mad you were evil yesterday.



Goth

Each night*, learn which character was last killed by the Demon.



Matchmaker

Once per game at night, choose 2 players (not yourself): they silently swap characters if they are the same alignment.



Pickpocket

Once per game at night, choose a player: if they're a Townsfolk, swap characters with them & then they become a not-in-play Townsfolk. They don't learn their new character.



Spectator

If your character is about to change, prevent it and wake up instead. You can only register as the Spectator.



Relict

Each night, choose 3 players (not yourself): learn the most common alignment between them.



Jester

You start knowing you are the Jester. Each night, learn an arbitrary character. If you aren't mad as this character the following day, you might be executed.



Troublemaker

One of your neighbours might register as Townsfolk or Outsider, the other as Minion or Demon, even if dead.



Costumer

Each night, choose a player: you learn their character & they might register as any character until dusk.



Usher

Each night, you may choose a player & a character. They learn that character and then don't wake up tonight.



Lilgth

Each night*, choose a player: they die. If a Minion is killed, you may choose up to 3 players: silently shuffle their characters. [+1 Outsider]



Paranoia

You think you are a townfolk but you are not. Each night*, someone dies. Minions know who you are. [-1 Outsider]



Duelist

Once per day, you may publicly declare a duel with another player and privately guess their character. If correct: they die.



Counselor

Each night, choose a player: they learn their character, or choose a player & character: they learn that they're that character.