

Reductio Ad Absurdum

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TOWNSFOLK

Steward



You start knowing 1 good player.

Librarian



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

Pixie



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

Empath



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

Dreamer



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

Snake Charmer



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

Town Crier



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

OUTSIDERS

Heretic



Whoever wins, loses & whoever loses, wins, even if you are dead.

Damsel



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

Drunk



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

Poisoner



Each night, choose a player: they are poisoned tonight and tomorrow day.

Harpy



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

Cerenovus



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

LLeech



Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

Imp



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

DEMONS

Only 1 jinxed character can be in play.

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If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Philosopher



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

Huntsman



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

Ravenkeeper



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

Poppy Grower



Minions & Demons do not know each other. If you die, they learn who each other are that night.

Cannibal



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

Atheist



The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

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.

Pit-Hag



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

Baron



There are extra Outsiders in play. [+2 Outsiders]

Marionette



You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

Fang Gu



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

JINXES

* not the first night