

Prestidigitation

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TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

FABLED

JINXES

Steward

You start knowing 1 good player.



Bounty Hunter

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Dreamer

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



Oracle

Each night*, you learn how many dead players are evil.



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Philosopher

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



Lunatic

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



Tinker

You might die at any time.



Recluse

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Marionette

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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Djinn

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier

You are safe from the Demon.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Cannibal

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



Tea Lady

If both your alive neighbors are good, they can't die.



Magician

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Damsel

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Vigormortis

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



Sentinel

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



If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.



If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.



An Alchemist-Marionette has no Marionette ability & the Marionette is in play.



If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.



If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

* not the first night



If the Psychopath is babysitting Lil' Monsta, they die when executed.



If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.