

Carnage

by Chaos

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TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



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 neighbours are 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 and 1 evil character, 1 of which is correct.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

OUTSIDERS



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Politician

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

MINIONS



Widow

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



Godfather

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Djinn

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



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



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.



Fool

The first time you die, you don't.



Alchemist

You have a not-in-play Minion ability.



Pacifist

Executed good players might not die.



Magician

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



Ravenkeeper

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Pit-Hag

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



Psychopath

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

DEMONS

FABLED

TRAVELLERS/INXES



The Alchemist can not have the Widow ability.



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



A Pit-Hag can not create an evil Politician.