

Damsel in Distress

by rsar

TOWNSFOLK

Steward

You start knowing 1 good player.



Investigator

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Sailor

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



Innkeeper

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



Balloonist

Each night, you learn a player of a different character type than last night. [+1 Outsider]



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Snitch

Each Minion gets 3 bluffs.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Heretic

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



Poisoner

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



Devil's Advocate

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



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Lil' Monsta

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



Leech

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



Djinn

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



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is:



Jinxes

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]



If the Storyteller would gain the Baron ability, up to two players become Outsiders.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Philosopher

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



Alchemist

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



Pacifist

Executed good players might not die.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]



Damsel

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



Politician

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



Baron

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



Goblin

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



Vigormortis

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

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.



Only 1 jinxed character can be in play.



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The Summoner registers as the Demon to the Clockmaker.