The Minion is Angeled and the Demon Has Two Bluffs

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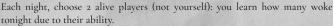


Empath

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



Chambermaid





Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1



Juggler

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Philosopher

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



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



Lunatic

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

Each day, before nominations, you may publicly choose a player: they die. If



Devil's Advocate

Each night, choose a living player (different to last night): if executed



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



Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis

Psychopath

executed, you only die if you lose roshambo.

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



Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]





Angel

Something bad might happen to whoever is most responsible for the death of a new player.





Legion and the Engineer can not both be in play at the start of the game. If the Engineer creates Legion, most players (including all evil players) become evil Legion.