

Kazali Kabal

by rsar

TOWNSFOLK

Knight



You start knowing 2 players that are not the Demon.

Clockmaker



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

Librarian



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

Grandmother



You start knowing a good player & their character. If the Demon kills them, you die too.

Bounty Hunter



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

Preacher



Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

Dreamer



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

Klutz



When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Drunk



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

Widow



On your 1st night, look at the Grimoire & 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]

Kazali



Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

Djinn



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

Jinxes



If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

OUTSIDERS

MINIONS

DEMONS

FABLED

JINKES

Undertaker



Each night*, you learn which character died by execution today.

Innkeeper



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

Gossip



Each day, you may make a public statement. Tonight, if it was true, a player dies.

Seamstress



Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Sage



If the Demon kills you, you learn that it is 1 of 2 players.

Cannibal



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

Politician



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

Hatter



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

Assassin



Once per game, at night*, choose a player: they die, even if for some reason they could not.

Scarlet Woman



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

Imp



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