

cursed shit at 8pm on a thursday

by rsar

TOWNSFOLK

Knight



You start knowing 2 players that are not the Demon.

Pixie



You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Preacher



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

Village Idiot



Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

Balloonist



Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

Monk



Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Exorcist



Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Tinker



You might die at any time.

Plague Doctor



When you die, the Storyteller gains a Minion ability.

Mutant



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

OUTSIDERS

Harpy



Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

Summoner



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

Cerenovus



Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

MINIONS

Yaggababble



You start knowing a secret phrase. For each time you said it publicly today, a player might die.

Po



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

DEMONS

Sentinel



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

FABLED

Alchemist



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]

Baron



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

Engineer



If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Gossip



Gossip



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

Alsaahir



Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

Engineer



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

Alchemist



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

Pacifist



Executed good players might not die.

Cannibal



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

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]

Mezepheles



You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Legion



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

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]

Baron



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

Engineer



If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Gossip



* not the first night



If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.



If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.



The Politician might register as evil to Legion.



If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.



If Legion is summoned, all evil players become Legion.