

Ancient Mechanisms

by rsar

TOWNSFOLK

Knight



You start knowing 2 players that are not the Demon.

Chef



You start knowing how many pairs of evil players there are.

Librarian



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

Shugenja



You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

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]

Mathematician



Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Goon



Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Drunk



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

Tinker



You might die at any time.

OUTSIDERS

Harpy



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

Witch



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

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.

Duchess



Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

MINIONS

Storm Catcher



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

DEMONS

FABLED

LORIC

JINKES



Innkeeper

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



Acrobat

Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.



Alsaahir

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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.



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.



Psychopath

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



Summoner

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



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Spirit of Ivory

There can't be more than 1 extra evil player.



The Mathematician might learn if the Drunk's ability yielded false info or failed to work properly.



If the living Summoner has no ability, the Storyteller has the Summoner ability.



If the Summoner creates a second living Demon, deaths tonight are arbitrary.



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* not the first night



If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.



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