

Poppyganda

TOWNSFOLK

Bounty Hunter



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

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.)

Pixie



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

Fortune Teller



Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Town Crier



Each night*, you learn if a Minion nominated today.

Oracle



Each night*, you learn how many dead players are evil.

Snitch



Each Minion gets 3 bluffs.

Mutant



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

Evil Twin



You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

Cerenovus



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

Legion



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

Vigormortis



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

OUTSIDERS

Monk



Savant



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

Juggler



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

Sage



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

Poppy Grower



Minions & Demons do not know each other. If you die, they learn who each other are that night.

Mayor



If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Drunk



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

Lunatic



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

Baron



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

Marionette



You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

Imp



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

Vortex



Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.