

Oops! All... Evil?

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TOWNSFOLK

Noble



You start knowing 3 players, 1 and only 1 of which is evil.

Clockmaker



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

Shugenja



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

Pixie



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

Bounty Hunter



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

Balloonist



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

King



Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

Plague Doctor



When you die, the Storyteller gains a Minion ability.

Drunk



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

Godfather



You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

Poisoner



Each night, choose a player: they are poisoned tonight and tomorrow day.

Witch



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

Lil' Monsta



Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]

Fang Gu



Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Barista



Each night, until dusk, 1) a player becomes sober, healthy & gets true info, or 2) their ability works twice. They learn which.

Harlot



Each night*, choose a living player: if they agree, you learn their character, but you both might die.

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.

OUTSIDERS

MINIONS

DEMONS

TRAVELERS

FABLED

Town Crier



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

Artist



Once per game, during the day, privately ask the Storyteller any yes/no question.

Magician



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

Choirboy



If the Demon kills the King, you learn which player is the Demon. [+the King]

Poppy Grower



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

Cannibal



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

Barber



If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Lunatic



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

Spy



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

Mezepheles



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

Marionette



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

Vortex



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

Scapegoat



If a player of your alignment is executed, you might be executed instead.

Thief



Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Sentinel



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

-   If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-   When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-   If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.
-   If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-   If the Poppy Grower has their ability, the Spy does not see the Grimoire.
-   If the Marionette thinks that they are the Balloonist, an Outsider might have been added during setup.
-   If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
-   If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-   If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.