

Tinfoil Hats

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TOWNSFOLK

Knight



You start knowing 2 players that are not the Demon.

Chef



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

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. [+1 Townsfolk is evil]

Pixie



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

Snake Charmer



Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Balloonist



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

Puzzlemaster



1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Heretic



Whoever wins, loses & whoever loses, wins, even if you are dead.

OUTSIDERS

Devil's Advocate



Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

Harpy



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

Fearmonger



Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

MINIONS

Pukka



Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Lil' Monsta



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

DEMONS

Sentinel



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

FABLED



If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.



Only 1 jinxed character can be in play.



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If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.



If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

JINKES

Amnesiac



You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Engineer



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

Philosopher



Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Alchemist



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

Pacifist



Executed good players might not die.

Poppy Grower



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

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.

Pit-Hag



Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

Assassin



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

Goblin



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

Leech



Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.