

Good Execution v1.0

by Alex

TOWNSFOLK

Shugenja



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

Librarian



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

Chambermaid



Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

High Priestess



Each night, learn which player the Storyteller believes you should talk to most.

Bounty Hunter



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

Artist



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

Town Crier



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

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.

Mutant



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

Cerenovus



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

Baron



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

Leviathan



If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

Apprentice



On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bureaucrat



Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Djinn



Use the Djinn's special rule. All players know what it is.

The Cerenovus may choose to make a player mad that they are the Goblin.

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

MINIONS

DEMONS

TRAVELERS

FABLED

JINKS



Balloonist

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



Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



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



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



Pacifist
Executed good players might not die.



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



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.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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



Thief

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



Scapegoat

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



Sentinel

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