

Carnage

by Chaos

TOWNSFOLK



Noble

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



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Pixie

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



Empath

Each night, you learn how many of your 2 alive neighbors are evil.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Innkeeper

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

OUTSIDERS



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.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Godfather

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



Devil's Advocate

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

MINIONS



Al-Hadikha

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Apprentice

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

DEMONS



Djinn

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



Savant

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



Philosopher

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



Fool

The 1st time you die, you don't.



Alchemist

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



Pacifist

Executed good players might not die.



Magician

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



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.



Witch

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



Pit-Hag

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



Psychopath

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

TRAVELERS

FABLED

JINKS



Sentinel

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



An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.



When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.