

Good Execution v1.0

by Alex

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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.

OUTSIDERS



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.

MINIONS



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]

DEMONS



Leviathan

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



Djinn

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



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.

JINXES



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



If Leviathan is in play & the Sage dies by execution, they wake that night to use their ability.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Huntsman

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



Snake Charmer

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 you are 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 & the vote tally is secret. Votes for you only count if you vote.



Goblin

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



Sentinel

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



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.