

Blind Man's Bluff

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TOWNSFOLK



Sailor

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Snake Charmer

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



Chambermaid

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

OUTSIDERS



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Lunatic

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

MINIONS



Poisoner

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



Marionette

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



Pukka

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

FABLED



The Veiled

Players are not told their character or alignment. Minion and Demon information steps are skipped.

JINXES



The Marionette does not learn that a Damsel is in play.



If the Marionette thinks that they are the Huntsman, the Damsel was added.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Engineer

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Huntsman

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



Alchemist

You have a not-in-play Minion ability.



Cannibal

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



Mutant

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Witch

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



Devil's Advocate

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



Leech

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



Fang Gu

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



Add. Rules

The Alchemist does not learn what minion ability they gain. The Fortune Teller receives numbers instead of yes/no. If a choice is illegal, your ability will malfunction instead.