

Pedagogic Pits & Pendulums

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TOWNSFOLK



Démone

You start knowing which Demon is in-play.



Minion

You start knowing that 3 of 6 players is a particular Townsfolk, Outsider & Minion.



Not-An-Outsider

You start knowing 1 Outsider that is not-in-play.



Evil

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



A Character

Each night*, you learn how many players stated their true character publicly.



Poisoned

Each night*, choose an alive player: either you or they are poisoned til dusk. You learn their alignment.



Townsfolk

Each day, you may visit the Storyteller to learn if you become a Townsfolk.



Storyteller

Each day you may visit the Storyteller & choose the outcome of the next "might" ability.



Hard Claiming

Once per game, during the day, publicly choose a character. If that character dies tonight, good wins.



Outsider

If the Demon kills you, the Storyteller will flash the Grimoire at you, but with characters out of order.



Executed

If you are executed, tonight learn 2 characters of the players that voted today.



Not Dead

If you die, learn a dead character. If you are executed twice, you might be resurrected tonight.



Aigamdrunk

All other players are sober & healthy. If you are "mad" about your character, Townsfolk abilities yield false info, even if dead.

OUTSIDERS



Not Good

Once per game, the Storyteller will announce that a mistake has been made, but it shouldn't affect the game's outcome.



Nominating Myself

You might be resurrected at any time. You might die & might not die at any time.



Oneofthese Three

You might register as your living neighbours' characters, & as an evil Minion.



Mad

You think you are a character not in this script, but you are not. Your ability might work, if your team is losing.

MINIONS



New Player

Each night, choose a player: they are drunk until dusk.



Iftheyareinplay

Once per game, at night* choose a dead player: they are resurrected. The 1st time an evil player is executed, they don't die. You register as good. [+1, +0 or -1 Outsider]



Anything

Each day you may visit the Storyteller to learn & gain a new ability, & lose the previous.



In-Play

Once per game, you may publicly guess all players' characters. If all good player guesses are correct, your team wins.

DEMONS



Impish

Each night*, choose a player: they die. The 1st "new player" this kills becomes an evil Impish & you die instead.



Regular Imp

Each night*, choose a player: they might die. The 1st time you die, a Minion becomes the Regular Imp.



Not An Imp Game

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



Imp!

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp!