

Ataraxia

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TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Investigator

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



Bounty Hunter

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



Balloonist

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



Undertaker

Each night*, you learn which character died by execution today.



Amnesiac

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



Engineer

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

OUTSIDERS



Snitch

Minions start knowing 3 not-in-play characters.



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.



Tinker

You might die at any time.

MINIONS



Godfather

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



Poisoner

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Kazali

Each night*, choose a player: they die. [You choose which players are Minions. -? to +? Outsiders]



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Spirit of Ivory

There can't be more than 1 extra evil player.

FABLED



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Alchemist

You have a not-in-play Minion ability.



Ravenkeeper

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Recluse

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



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.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Marionette

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



Fang Gu

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



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.



The Alchemist can not have the Spy ability.



If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.



If the Spy is (or has been) in play, the Damsel is poisoned.



When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.



If the Marionette thinks that they are the Balloonist, +1 Outsider was added.



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



An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts.



If the Kazali chooses to create a Marionette, they must choose one of their neighbors.