

cursed shit at 8pm on a thursday

by rsar

TOWNSFOLK



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Dreamer

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



Oracle

Each night*, you learn how many dead players are evil.



Undertaker

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



Monk

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



Amnesiac

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



Saint

If you die by execution, your team loses.



Recluse

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



Psychopath

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.



The Zealot might register as evil to Legion.

OUTSIDERS

MINIONS

DEMONS

JINXES



Courtier

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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.



Tea Lady

If both your alive neighbors are good, they can't die.



Zealot

If there are 5 or more players alive, you must vote for every nomination.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Goblin

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]