

# Waterloo's Monstrosity v1

by UW BOTC

TOWNSFOLK

## Noble



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

## Bounty Hunter



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

## Pixie



You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

## High Priestess



Each night, learn which player the Storyteller believes you should talk to most.

## Snake Charmer



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

## Cult Leader



Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

## Amnesia



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

## Goon



Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

## Plague Doctor



When you die, the Storyteller gains a Minion ability.

OUTSIDERS

MINIONS

DEMONS

LORIC

JINKS

## Slayer



Once per game, during the day, publicly choose a player: if they are the Demon, they die.

## Professor



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

## Alchemist



You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

## Magician



The Demon thinks you are a Minion. Minions think you are a Demon.

## Poppy Grower



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

## Atheist



The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

## Acrobat



Each night\*, choose a player: if they are or become drunk or poisoned tonight, you die.

## Lunatic



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

## 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.

## LLeech



Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

## Fang Gu



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

## Pukka



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

## Lil' Monsta



Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night\*, a player might die. [+1 Minion]

## Gardener



The Storyteller assigns 1 or more players' characters.



If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.



If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.



If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.



If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.



If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.



If the Slayer slays the LLeech host, the host dies.