

# Tinfoil Hats

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## TOWNSFOLK



### Knight

You start knowing 2 players that are not the Demon.



### Chef

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



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### 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.



### Snake Charmer

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



### Balloonist

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

## OUTSIDERS



### 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.



### Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINIONS



### Devil's Advocate

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



### Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.



### Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

## DEMONS



### 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's token & "is the Demon". A player dies each night\*. [+1 Minion]

## FABLED



### Djinn

Use the Djinn's special rule. All players know what it is.



### Gardener

The Storyteller assigns 1 or more players' characters.

## JINXES



A Pit-Hag can not create a Heretic.



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



If a Demon chooses Lil' Monsta, they also choose a Minion to become and babysit Lil' Monsta tonight.



If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.



### 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.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Alchemist

You have a not-in-play Minion ability.



### Pacifist

Executed good players might not die.



### Poppy Grower

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



### Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### Assassin

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



### 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 an alive player: they are poisoned - you die if & only if they die.



### Sentinel

There might be 1 extra or 1 fewer Outsider in play.