

OKAY... BUT HEAR ME OUT

BY FMJASON



TOWNSFOLK



Noble

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Amnesiac

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



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



Fisherman

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



Slayer

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Snitch

Each Minion gets 3 bluffs.



Goon

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



Recluse

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



Heretic

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



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

OUTSIDERS



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Baron

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



Fearmonger

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



Spy

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



Marionette

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

MINIONS



Lil Monsta

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

DEMONS



- Minions may not give the Lil Monsta to a dead player.
- Do not use the Heretic/Baron and Heretic/Spy jinxes.

* Not the first night

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Fabled & Loric



Djinn



If the Marionette thinks that they are the Balloonist, an Outsider might have been added during setup.



If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



Bootlegger

- Minions may not give the Lil Monsta to a dead player.
- Do not use the Heretic/Baron and Heretic/Spy jinxes.



Storm Catcher

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

- The Heretic is stormcaught.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1



FIRST NIGHT



OTHER NIGHTS