

RISE THE CYCLONE

BY PARADOX

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Balloonist

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



High Priestess

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



Town Crier

Each night*, you learn if a Minion nominated today.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Fisherman

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



Philosopher

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



Seamstress

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



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Banshee

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



Amnesiac

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

OUTSIDERS



Snitch

Each Minion gets 3 bluffs.



Golem

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



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.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



Boffin

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



Boondandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

* Not the first night

