

Travellers

Trouble Brewing

Scapegoat  If a player of your alignment is executed, you might be executed instead.

Gunslinger  Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Beggar  You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.

Bureaucrat  Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Thief  Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Sects & Violets

Butcher  Each day, after the 1st execution, you nominate again.

Bone Collector  Once per game, at night, choose a dead player; they regain their ability until dusk.

Harlot  Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Barista  Each night, until dusk, 1) a player becomes sober, healthy, & gets true info, or 2) their ability works twice. They learn which.

Deviant  If you were funny today, you cannot be exiled.



Bad Moon Rising

Apprentice  On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Matron  Players may not leave their seats to talk in private. Each day, you may choose up to 3 sets of 2 players to swap seats.

Voudon  Only you & the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

Judge  Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Bishop  Only the Storyteller can nominate. At least 1 opposing player must be nominated each day.

* Not the first night.

Fabled

Doomsayer		If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.
Angel		Something bad might happen to whomever is most responsible for the death of a new player.
Buddhist		For the first 2 minutes of each day, veteran players may not talk.
Hell's Librarian		Something bad might happen to whomever talks when the Storyteller has asked for silence.
Revolutionary		2 neighbouring players are known to be the same alignment. Once per game, 1 of them registers falsely.
Fiddler		Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.
Toymaker		The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.
Fibbin		Once per game, 1 good player might get incorrect information.
Duchess		Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.
Sentinel		There might be 1 extra or 1 fewer Outsider in play.
Spirit of Ivory		There can't be more than 1 extra evil player.
Djinn		Use the Djinn's special rule. All players know what it is.

* Not the first night.

Character Counts

Players, Townsfolk, Outsiders, Minions, Demons											
Total Residents	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