

Chaos at the royal court

by Joe



TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



High Priestess

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



Balloonist

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



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

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



Alsaahir

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



Seamstress

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



Professor

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



Amnesia

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



Farmer

When you die at night, an alive good player becomes a Farmer.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]

MINIONS



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Mutant

If you are "mad" about being an Outsider, you might be executed.

DEMONS



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Marionette

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



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



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.