











## Trouble Brewing



- Scapegoat  If a player of your alignment is executed, you might be executed instead.
- Gunslinger  Each day, after the 1<sup>st</sup> 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 1<sup>st</sup> 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 1<sup>st</sup> 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

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

\* Not the first night.

## Character Counts

	<i>Players, Townsfolk, Outsiders, Minions, Demons</i>										
	5	6	7	8	9	10	11	12	13	14	15+
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