Average IQ of 42

by Red Mist

Townsfolk

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

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

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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

Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

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

Empath
Each night, you learn how many of your 2 alive neighbors are evil.

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

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

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

Village Idiot
Each night, choose a player: you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

Outsiders

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

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

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

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

Minions

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

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

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

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

Demons

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**

Jinxes

Marionette and Poppy Grower
When the Poppy Grower dies, the Demon learns the Marionette but the Marionette Learns nothing.

Marionette and Balloonist
If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added

* not the first night

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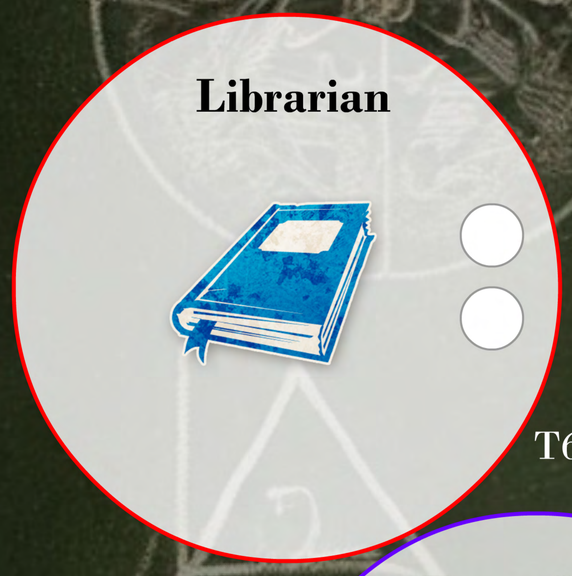
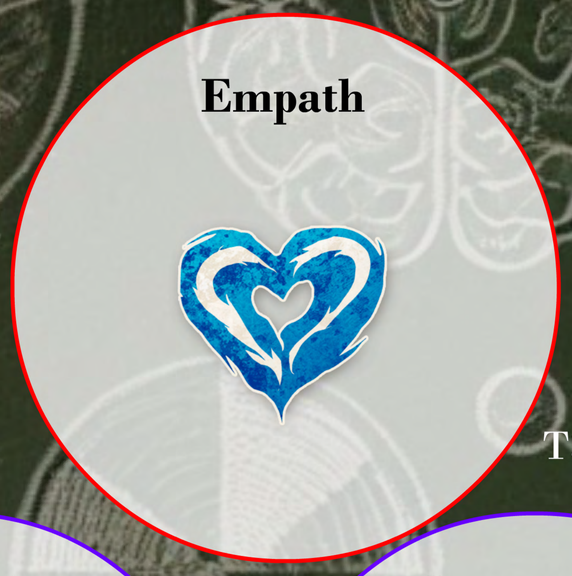
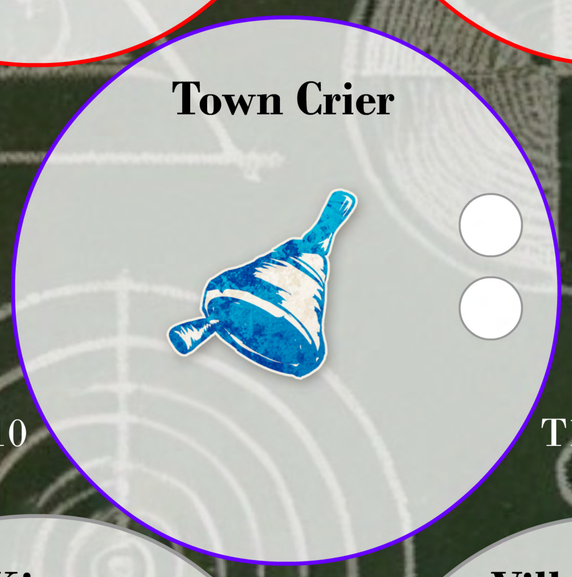
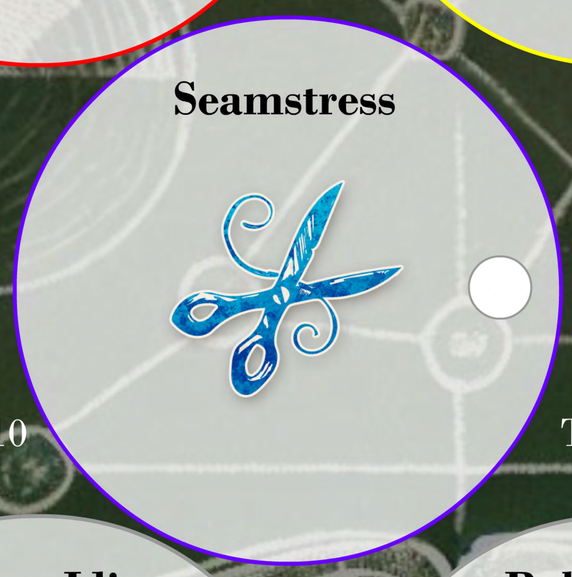

Librarian
T6

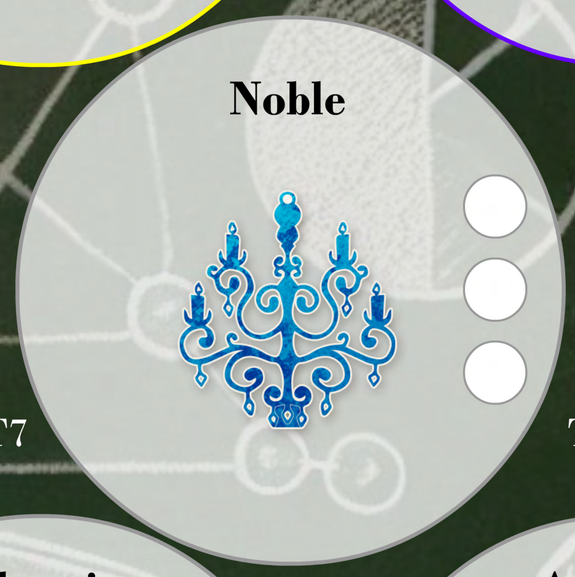

Empath
T3

Gossip
T4

Clockmaker
T2


Town Crier
T10


Seamstress
T10

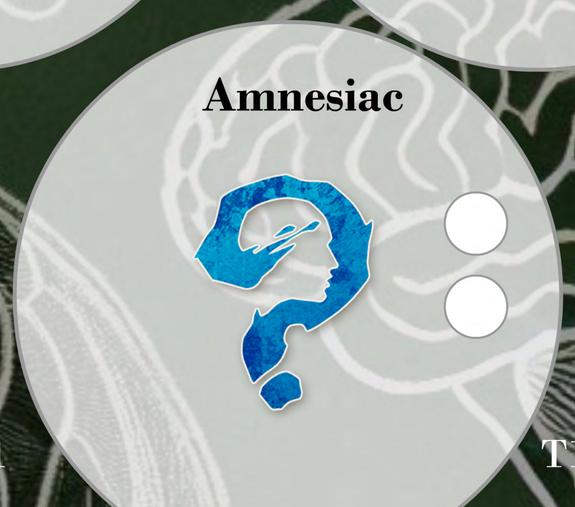

Noble
T7

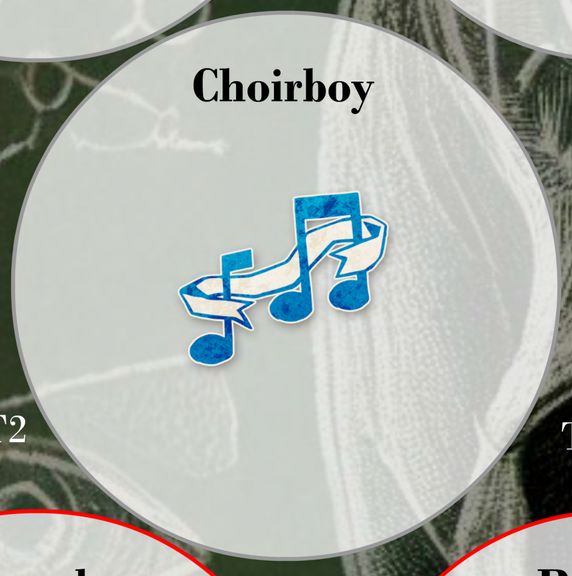
Pixie
T8

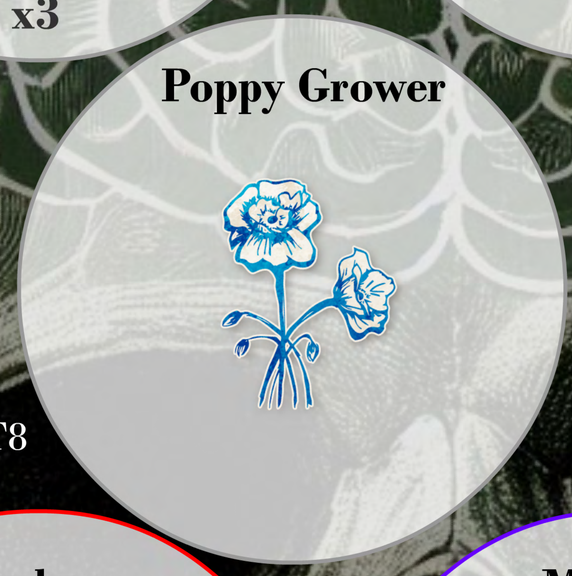
King
T5

Village Idiot
x3
T11

Balloonist
T1


Amnesiac
T1


Choirboy
T2


Poppy Grower
T8

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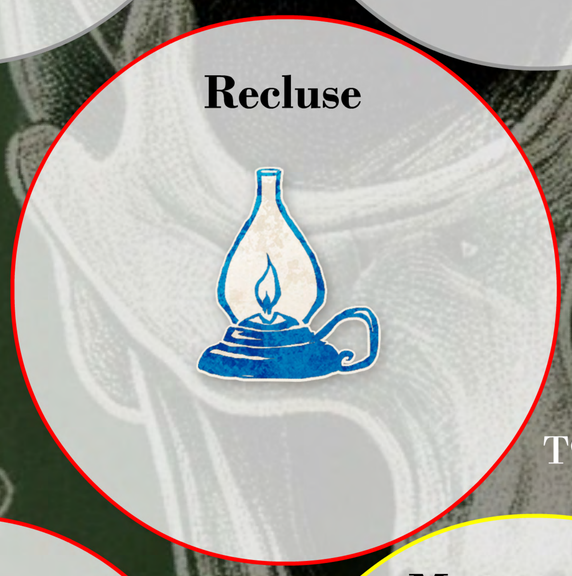
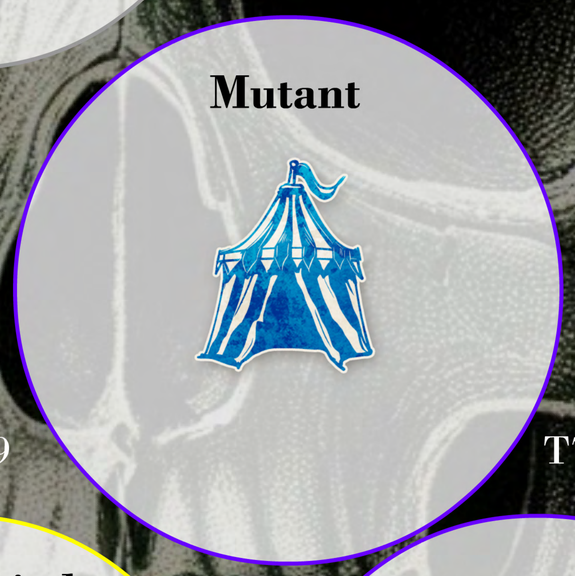
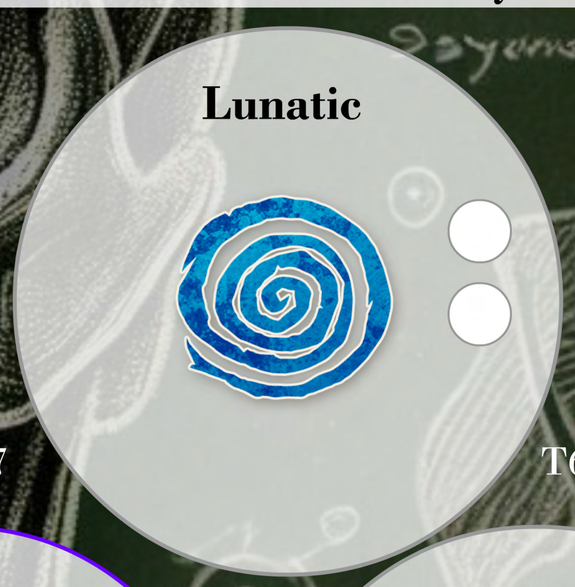
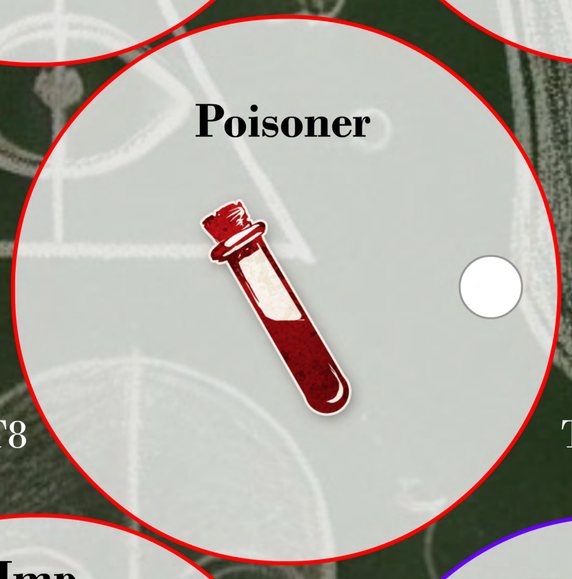
Trouble Brewing
6 (5)
Sects and Violets
6 (5)
Bad Moon Rising
2 (1)
Experimental
10 (12)
by Red Mist

Drunk
T3

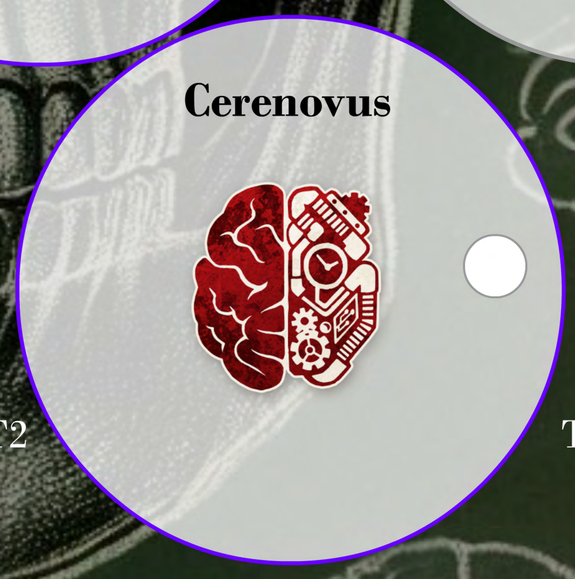

Recluse
T9


Mutant
T7

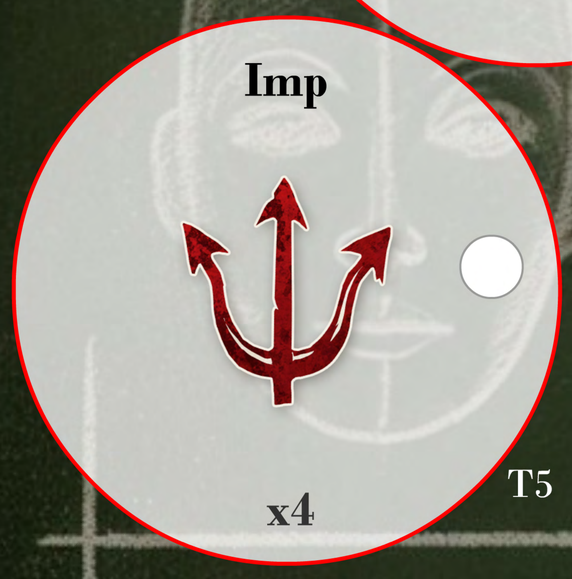

Lunatic
T6


Poisoner
T8

Mastermind
T7


Cerenovus
T2

Marionette
T7


Imp
x4
T5

Fang Gu
x2
T3

OTHER NIGHTS

Dusk	
Poppy Grower	If the Poppy Grower died today or tonight, wake the Minions and then the Demon and give them the the locations of the Evil team.
Poisoner	Wake the Poisoner to point at any player. Put the POISONED reminder token by the chosen player's character token. Put the Poisoner to sleep.
Cerenovus	The Cerenovus chooses a player and character then sleep. Wake the target and show selected by Cerenovus token and then the madness-character token and then mark MAD.
Lunatic	Do whatever needs to be done to simulate the Demon acting. Then wake the Demon and show the Lunatic token and point to them and then their target(s).
Imp	The Imp points at any player, they die - put on the DEAD reminder. If the Imp kills themself, they die and a minion becomes the Imp.
Fang Gu	Points at a player & ONCE token in play, they die - (DEAD reminder.) Otherwise: If target an outsider, they become the Demon and ONCE token placed on old Demon.
Gossip	If the Gossip made a definite, true public statement today, you choose any player. The chosen player dies - mark them with the DEAD reminder.
Choirboy	If the Demon killed the King, point to the Demon player.
Amnesiac	Continue to treat that player as if they had the hidden ability, waking them when needed.
Empath	Each night, wake the Empath. Show them fingers (0, 1, or 2) equaling the number of evil players neighbouring the Empath.
Town Crier	Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment.
Seamstress	They either shake their head no or point at any two players except themself. Nod or Shake your head if they have or not the same alignment. Mark with NO ABILITY token.
Balloonist	Place the Balloonist reminder token on a different player that has a different type to the last. Wake the Balloonist and point at the player with the reminder token.
Village Idiot	Wake and they choose a player, show either evil or good as required depending on the alignment of the target.
King	If the dead equal or outnumber the living, show the character token of an alive player.
Dawn	

Dawn	
Village Idiot	If more than one, choose one to be DRUNK. Wake and they choose a player, show either evil or good as required depending on the alignment of the target.
Balloonist	Place the Balloonist reminder Token on one player, then wake the Balloonist and point at the player with the reminder token.
Noble	During the first night, wake the Noble. Point to all three players marked KNOW (one being an evil player). Put the Noble to sleep.
Seamstress	They either shake their head no or point at any two players except themself. Nod or Shake your head if they have or not the same alignment. Mark with NO ABILITY token.
Clockmaker	During the first night, wake the Clockmaker. Show fingers (1, 2 etc.) equaling the distance in players from the Demon to the nearest Minion.
Empath	Each night, wake the Empath. Show them fingers (0, 1, or 2) equaling the number of evil players neighbouring the Empath.
Librarian	First night wake the Librarian and point to the players marked OUTSIDER and WRONG. Show the character token marked OUTSIDER to the Librarian.
Amnesiac	While setting up the game, decide what ability the Amnesiac player has. During the game, treat that player as if they had that ability, waking them when needed.
Pixie	Mark a Townsfolk character token with the Pixie's MAD reminder. Wake the Pixie. Show the Pixie this Townsfolk character token. Put the Pixie to sleep.
Cerenovus	The Cerenovus chooses a player and character then sleep. Wake the target and show selected by Cerenovus token and then the madness-character token and then mark MAD.
Poisoner	Wake the Poisoner to point at any player. Put the POISONED reminder token by the chosen player's character token. Put the Poisoner to sleep.
Marionette	Wake the Demon and use the THIS PLAYER IS token and Marionette token and then point to the correct player.
King	Wake the Demon and use the THIS PLAYER IS token and King token and then point to the correct player.
Dusk	
Poppy Grower	Do not do the Minion and Demon information steps. Wake the Demon and show 3 out of play Bluffs.
Minion info	- Wake all Minions so they know each other - Point to the Demon
Lunatic	Wake the Lunatic and show them incorrect Minion players, then 3 out of play Bluffs. Put the Lunatic to sleep. Wake the Demon and let them know who the Lunatic is.
Demon info	- Point to the Minions - Show 3 Out of play Bluffs
	Wake the Demon and use the THIS PLAYER IS token and

NIGHT ONE