

**Steward**

You start knowing
1 good player.

**Shugenja**

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

**Bounty Hunter**

You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. **[1 Townfolk is evil]**

**Undertaker**

Each night*, you learn which character
died by execution today.

**Innkeeper**

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

**Monk**

Each night*, choose a player (not yourself):
they are safe from the Demon tonight.

**Balloonist**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

**Alsaahir**

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

**Nightwatchman**

Once per game, at night, choose a player:
they learn you are the Nightwatchman.

**Sage**

If the Demon kills you,
you learn that it is 1 of 2 players.

**Mayor**

If only 3 players live & no execution occurs,
your team wins.
If you die at night, another player might die instead.

**Pacifist**

Executed good players
might not die.

**Goon**

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

**Lunatic**

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

**Moonchild**

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

**Zealot**

If 5 or more players are alive,
you must vote for every nomination.

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Fearmonger**

Each night, choose a player:
if you nominate & execute them, their team loses.
All players know if you choose a new player.

**Boffin**

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

**Xaan**

On night X,
all Townfolk are poisoned until dusk.
[X Outsiders]

**Imp**

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

**Zombuul**

Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

**Vigormortis**

Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townfolk neighbor. **[-1 Outsider]**

**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]**