

**Steward**

You start knowing  
1 good player.

**Chef**

You start knowing how many pairs  
of evil players there are.

**Investigator**

You start knowing that 1 of 2 players  
is a particular Minion.

**Washerwoman**

You start knowing that 1 of 2 players  
is a particular Townsfolk.

**Gambler**

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

**General**

Each night, you learn which alignment  
the Storyteller believes is winning:  
good, evil, or neither.

**Village Idiot**

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

**Mathematician**

Each night, you learn  
how many players' abilities worked abnormally  
(since dawn) due to another character's ability.

**Fortune Teller**

Each night, choose 2 players:  
you learn if either is a Demon.  
There is a good player that registers as a Demon to you.

**Nightwatchman**

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

**Amnesiac**

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

**Minstrel**

When a Minion dies by execution, all other players  
(except Travellers) are drunk until dusk tomorrow.

**Virgin**

The 1st time you are nominated,  
if the nominator is a Townsfolk,  
they are executed immediately.

**Drunk**

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

**Moonchild**

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

**Saint**

If you die by execution,  
your team loses.

**Hatter**

If you died today or tonight,  
the Minion & Demon players  
may choose new Minion & Demon characters to be.

**Psychopath**

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

**Assassin**

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.

**Goblin**

If you publicly claim to be the Goblin  
when nominated & are executed that day,  
your team wins.

**Xaan**

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

**Yaggababble**

You start knowing a secret phrase.  
For each time you said it publicly today,  
a player might die.

**Shabaloth**

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be  
regurgitated.

**Lil' Monsta**

Each night, Minions choose  
who babysits Lil' Monsta & 'is the Demon'.  
Each night\*, a player might die. [+1 Minion]

**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]