

**Investigator**

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

**Undertaker**

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

**Empath**

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

**Gambler**

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

**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.

**General**

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

**Chambermaid**

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

**Village Idiot**

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

**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.

**Exorcist**

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Philosopher**

Once per game, at night, choose a good character: gain that ability.  
If this character is in play, they are drunk.

**Amnesiac**

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

**Sage**

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

**Ogre**

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

**Sweetheart**

When you die, 1 player is drunk from now on.

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Saint**

If you die by execution, your team loses.

**Witch**

Each night, choose a player: if they nominate tomorrow, they die.  
If just 3 players live, you lose this ability.

**Fearmonger**

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

**Summoner**

You get 3 bluffs.  
On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

**Goblin**

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

**Imp**

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

**Po**

Each night\*, you may choose a player: they die.  
If your last choice was no-one, choose 3 players tonight.

**Lil' Monsta**

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

**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately.  
This must happen.