



### Bounty Hunter

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



### Pixie

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



### High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



### Gambler

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



### Balloonist

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



### 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.



### Savant

Each day, you may visit the Storyteller to learn two things in private:  
1 is true & 1 is false.



### Soldier

You are safe from the Demon.



### Alchemist

You have a Minion ability.  
When using this, the Storyteller may prompt you to choose differently.



### Mayor

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



### Fool

The first time you die, you don't.



### Magician

The Demon thinks you are a Minion.  
Minions think you are a Demon.



### Lunatic

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



### 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.



### Hatter

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



### Godfather

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



### Poisoner

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



### Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### Witch

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



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon.  
(Travellers don't count)



### Yagababble

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



### Po

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



### Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

\*Not the first night