

**Investigator**

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

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**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.

**Acrobat**

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

**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.

**Soldier**

You are safe from the Demon.

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

**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.

**Zealot**

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

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**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]

**Boomdandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**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]

**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