



### Chef

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



### Washerwoman

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



### 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 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.



### Flowergirl

Each night\*, you learn if a Demon voted today.



### 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.



### Nightwatchman

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



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Alchemist

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



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Tea Lady

If both your alive neighbors are good, they can't die.



### Goon

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



### Mutant

If you are "mad" about being an Outsider, you might be executed.



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Snitch

Each Minion gets 3 bluffs.



### 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.



### Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



### 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.



### Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Vigormortis

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