

## THERE GOES THE NEIGHBORHOOD

THERE GOES THE NEIGHBORHOOD

. by Gatorcat, Joshua1700, Momo, Zach

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600)	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
<b>(3)</b>	Empath	Each night, you learn how many of your 2 alive neighbours are evil.
Ł	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
2	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
<b>*</b>	Oracle	Each night*, you learn how many dead players are evil.

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

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

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.

Each day, you may make a public statement. Tonight, if it was true, a player dies.

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. Savant

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

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



Drunk

Lunatic

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



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



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



Recluse You might register as evil & as a Minion or Demon, even if dead.



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.



Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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



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

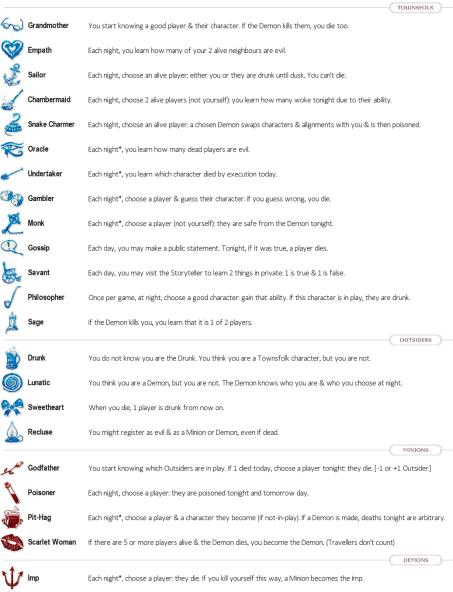


Pit-Hag

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



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



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Vortox











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