



# Charged Dinner

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## TOWNSFOLK



### Inquisitor

You start knowing a Minion and a Demon character, 1 of which is in play.



### Flirt

You start knowing an in-play Outsider (or that 0 are in play). They are drunk.



### Postman

You start knowing how many players are part of the longest chain of Townsfolk sat next to one another.



### Sleuth

Each night, choose a player: learn if they are a Minion. If they are, you lose this ability.



### Groundskeeper

Each night\*, learn how many evil players woke tonight.



### Doctor

Each night\*, learn which player(s) die tonight. Once per game, you may choose one: if good, they live.



### Countess

Once per game, at night\*, you may choose to kill the player you nominated today. A killed Demon lives, but is drunk until dusk.



### Madman

You start knowing a good player. While they live, your team can't win, even if you die by execution.



### Hostage

If you are mad about being the Hostage, you might be executed, even if you are dead. [You neighbor an evil player]



### Slanderer

Each night, choose a player: executions caused by your or their nomination fail tomorrow. If 3 or 4 players live, you lose this ability.



### Nightmare

Each night\*, you may choose a player: they die. For each player you kill, a good player learns a player who is not the Demon.



### Whiteworth

Each night, choose 3 players: if they nominate tomorrow, they die tomorrow night. If all 3 or none did, all 3 die & you don't wake tonight.



### The Lady

Each night\*, choose a player: they die. Townsfolk you nominate are poisoned.



### Merrymaker

Each day, publicly choose any number of players: if all are good, they can't die tonight, but 1 is drunk until tomorrow dusk.



### Socialite

If you nominated today, tonight, learn the character of one of the nominee's neighbors.



### Maiden

The 1st time you are nominated, tonight, all players of the same alignment as the nominator don't wake.



### Clairvoyant

If the Demon kills you, you see the Grimoire. Evil players register as good & as Townsfolk or Outsiders to you.



### Anomaly

You think you are a not-in-play character the Demon saw, but you are not. A good player knows you are in play.



### Major

If an evil ability chooses one of your neighbors, it targets you instead. If you die at night, you might live. You can't be protected.



### Spirit

You might register as alive & if so, may nominate and vote as if you were alive, even if you are dead.



### Grudge

You can't nominate unless nominated & must nominate a living player if you are. The good player you most recently nominated is drunk, even if you die.



### Tripwire

Players who are mad that you are evil might be executed.



### Snob

An Outsider's Townsfolk neighbor is poisoned & might register as evil & as a Minion, even if you are dead. [+1 Outsider]



### Guvna

Each night\*, choose a player: they die. On your 1st night, choose a player (not yourself): while they live, bypass protection.



### Donnar

Each night\*, choose a player: they die & turn evil. Executions fail if only evil voted. If just 3 players live & no execution occurs, good wins.