

Trouble Mutating

by nickname

TOWNSFOLK



Washerwoman

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Investigator

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



Chef

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



Empath

Each night, you learn how many of your 2 alive neighbors are evil.



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



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.



Saint

If you die by execution, your team loses.



Recluse

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



Poisoner

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Imp

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



Beggar

You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

Undertaker

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



Monk

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier

You are safe from the Demon.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Mutant

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



Drunk

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Scarlet Woman

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



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.