








Trouble Mutating



by nickname

18



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 neighbours are evil.
-  **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.
-  **Undertaker**
Each night*, you learn which character died by execution today.


OUTSIDERS

-  **Saint**
If you die by execution, your team loses.
-  **Recluse**
You might register as evil & as a Minion or Demon, even if dead.




MINIONS







-  **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.



DEMONS



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



TRAVELLERS

-  **Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, 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.

-  **Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.
-  **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.
-  **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.
-  **Mayor**
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

-  **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.