

- **Townsfolk**

- **Investigator.** You start knowing 1 of 2 players is a particular Minion.
- **Lookout.** Each night, choose a player. You learn 3 players, at least one of whom chose them last night. If no one chose them, you learn so.
- **Sheriff.** Each night, choose a player. You learn if they are a Townsfolk.
- **Escort.** Each night*, choose a player (different from last night). Tonight, they are drunk, or they are sober and healthy tonight (your choice). You are sober and healthy.
- **Jailor.** Each night*, if you nominated today, choose a player. They can't die & are drunk tonight. Once per game, you may also shoot them: if they are a Minion, they die, even while protected by you.
- **Medium.** Each night*, if anyone is dead, you learn two roles, one is both dead and in play. The other is not.
- **Retributionist.** Each night*, choose a first and second player. If the first is a dead Townsfolk who chooses one player at night, you gain their ability tonight and use it on the second. Otherwise, you are drunk tonight.
- **Transporter.** Each night*, choose two living players. Tonight, any abilities that target one instead target the other. You cannot kill the Demon this way. You are sober and healthy.
- **Vampire Hunter.** You are safe from the Demon and learn if you are chosen by them. [The Demon is a Vampire]
- **Veteran.** Once per game, at night*, choose to go on Alert. If you do, tonight you cannot die. All players who choose you tonight learn you are in play and die at the end of tonight (except the Demon). You are sober and healthy.
- **Vigilante.** Once per game, at night*, choose a player. If a Minion or Outsider, they die.
- **Bodyguard.** Each night*, choose a player (not yourself). If they would die, you die instead and they learn you are in play.
- **Doctor.** Each night*, choose a player (not yourself). They cannot die tonight. If they would die, you learn so.

- **Outsiders**

- **Executioner.** You start knowing a Good player. Your team cannot win while they live, even if you are dead.
- **Jester.** 1 player is drunk. If you are mad about being an Outsider, you might retain your ability while dead.
- **Survivor.** You cannot die during the second night. If you die, 1 player is drunk from now on.
- **Town Traitor.** Any ability which targets the Demon might target you instead. If you are executed on a day that is equal to or less than the starting number of evil players, the Demon chooses a player tonight: They die.

- **Minions**

- **Witch.** Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
- **Godfather.** You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
- **Ambusher.** Each night*, choose a player. The first Townsfolk to choose them tonight learns that you are in play, and dies at the end of the night.
- **Hypnotist.** Each night*, choose a player. Choose what information they receive from the storyteller tonight, if applicable.

- **Demon**

- **Arsonist.** Each night, choose a player: they and the first non-doused player to choose you tonight are doused. If you chose yourself, instead all doused players die and are undoused. You know who is doused. Doused players might register as an Evil Minion or Demon. [+1 Outsider]
- **Serial Killer.** Each night*, choose a player. They die. The first Townsfolk to choose you at night is poisoned tonight. You are sober and healthy.
- **Vampire.** Each night*, choose a player: they die. The first Townsfolk this would kill instead becomes an Evil Vampire and is poisoned. You learn this. If 5 or fewer players live, including 2 Vampires, a Vampire dies tonight. [-1 Outsider]

- **Werewolf.** On even nights, choose a player. They die. On odd nights*, all Townsfolk are poisoned.

- ***Night Order: 1st Night***

- Minion Info
- Demon Info & Bluffs
- Godfather - **15**
- Witch - **18**
- Executioner - 20
- Arsonist - 23
- Jester - 24
- Investigator - **25**
- Sheriff - 28
- Lookout - 30

- ***Night Order: Other Nights***

- Veteran - 1
- Ambusher - 7
- Hypnotist - 9
- Transporter - 10
- Retributionist - 11
- Witch - **13**
- Escort - 17
- Jailor - 19
- Bodyguard - 25
- Doctor - 26
- Town Traitor - 27
- Arsonist - 28
- Serial Killer - 29
- Vampire - 30
- Werewolf - 31
- Vampire Hunter - 32
- Godfather - **33**

- Vigilante - 35
- Sheriff - 39
- Lookout - 41
- Medium - 43