

- **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. One player registers falsely to you.
- **Escort.** Each night*, choose a player (different to last night). They are drunk until dawn.
- **Jailor.** Each night*, if you nominated today, choose a player. They can't die & are drunk until dawn. Once per game, you may shoot: if they are a Minion, they die.
- **Medium.** Each night*, if anyone is dead, you learn two roles, at least one of which is in play and dead.
- **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 until dawn and use it on the second. Otherwise, you are drunk until dawn.
- **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, and all non-Demon players who chose you tonight die and learn of you. Their abilities resolve. You are sober and healthy.
- **Vigilante.** Once per game, at night*, choose a player. A chosen non-Demon dies. If they are a Townsfolk, you die instead.
- **Bodyguard.** Each night*, choose a player (not yourself). If they would die, you die instead and they learn of you.
- **Doctor.** Each night*, choose a player (not yourself). They cannot die until dawn. If they would, 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, even if you are dead. If you are executed, you are drunk. If you are mad about being the Jester, you might die tonight.
- **Survivor.** Once per game, at night*, you may choose to put on a bulletproof vest; you cannot die tonight. If you die, 1 player is drunk from now on.
- **Town Traitor.** Each night*, choose a player. You become their alignment. If you become Evil, you are poisoned.

● **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 dies and knows of you. Their ability resolves.
- **Hypnotist.** You know players who choose you at night. Each night*, choose a player. Decide what type of information they receive from the storyteller tonight, if applicable.

● **Demon**

- **Arsonist.** Each night, choose a player. They are doused along with the first non-doused player who chose you tonight. If you choose yourself, instead all doused players die and are no longer. You know who is doused, and doused players 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 until dawn.
- **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. [-1 Outsider]

- **Werewolf.** Each night*, if you did not wake last night, choose a player: they die. If you woke last night, it is a full moon; Townsfolk are poisoned until dawn.

- ***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
- Survivor - 23
- Bodyguard - 25
- Doctor - 26
- Town Traitor - 27
- Arsonist - 28
- Serial Killer - 29
- Vampire - 30
- Werewolf - 31

- Vampire Hunter - 32
- Godfather - **33**
- Vigilante - 35
- Jester - 37
- Sheriff - 39
- Lookout - 41
- Medium - 43