

**Gambler**

Each night*, choose a player & guess their character: if you guess wrong, you die.

**Grandmother**

You start knowing a good player & their character. If the Demon kills them, you die too.

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Steward**

You start knowing 1 good player.

**Washerwoman**

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

**Ravenkeeper**

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

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Empath**

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

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

OUTSIDERS

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**Recluse**

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

**Saint**

If you die by execution, your team loses.

MINIONS

**Spy**

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

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**Baron**

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

**Poisoner**

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

DEMONS

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Fang Gu**

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [-1 Outsider]

**Leech**

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

**Vigormortis**

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Philosopher



Minion info



Demon info



Leech



Poisoner



Widow



Amnesiac



Washerwoman



Empath



Grandmother



Steward



Noble



Nightwatchman



Spy



Chambermaid



Dawn

FIRST

NIGHT



CIRCLE OF TRUST



JINXES

None available



STHGIN OR

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

Dawn



Chambermaid



Spy



Nightwatchman



Jugler



Empath



Ravenkeeper



Grandmother



Amnesiac



Leech



Vigormortis



Fang Gu



Shabaloth



Gambler



Poisoner



Philosopher



Dusk

