

**Steward** You start knowing 1 good player.



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



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



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



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



**Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



**Gossip** Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



**Professor** Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



**Soldier** You are safe from the Demon.



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



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



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



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



**Sweetheart** When you die, 1 player is drunk from now on.



**Moonchild** When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS



**Godfather** You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**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.



Pit-Hag Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

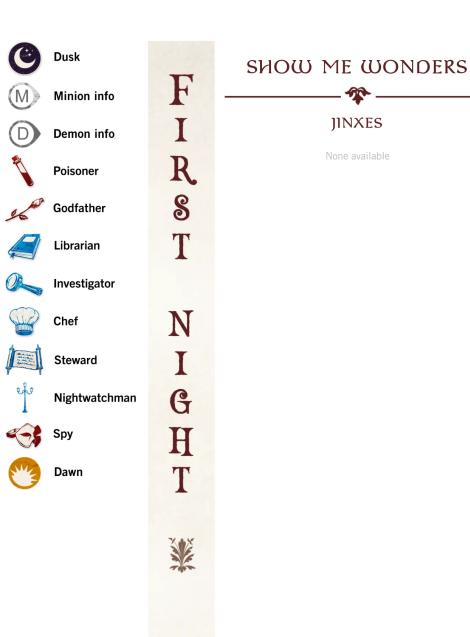
DEMONS



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



Al-Hadikhia Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



## RECOMMENDED **TRAVELLERS FABLEO** None available None available

JINXES

None available





Dusk