

**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.



Dusk



Minion info



Demon info



Poisoner



Godfather



Librarian



Investigator



Chef



Steward



Nightwatchman



Spy



Dawn

FIRST NIGHT



SHOW ME WONDERS



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGINRTHO



Dawn



Spy



Nightwatchman



Undertaker



Ravenkeeper



Moonchild



Professor



Sweetheart



Gossip



Godfather



Al-Hadikhia



Shabaloth



Pit-Hag



Gambler



Innkeeper



Poisoner



Dusk