


















	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.




OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Mutant	If you are "mad" about being an Outsider, you might be executed.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
	Widow	On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	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.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Dusk



Minion info



Lunatic



Demon info



Widow



Snake Charmer



Godfather



Evil Twin



Pukka



Grandmother



Clockmaker



Spy



Chambermaid



Dawn

FIRST

NIGHT



MISHMASH!



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

STHGIN

- Dusk
- Inkeeper
- Gambler
- Snake Charmer
- Monk
- Lunatic
- Imp
- Pukka
- Al-Hadikhia
- Godfather
- Banshee
- Professor
- Grandmother
- Spy
- Chambermaid
- Dawn