






















## TOWNSFOLK

	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	<b>Professor</b>	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Banshee</b>	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



## OUTSIDERS

	<b>Ogre</b>	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Moonchild</b>	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

## DEMONS

	<b>Shabaloth</b>	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	<b>Al-Hadikhia</b>	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



Lunatic



Demon info



Marionette



Poisoner



Godfather



Librarian



Investigator



Chef



Grandmother



Balloonist



Nightwatchman



Spy



Ogre



Dawn

FIRST

NIGHT



## THE DEMON'S DILEMMA



### JINXES



The Spy registers as evil to the Ogre.



If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.



STHGINR

Dawn



Spy



Nightwatchman



Balloonist



Oracle



Undertaker



Ravenkeeper



Grandmother



Moonchild



Professor



Banshee



Godfather



Al-Hadikhia



Shabalo



Lunatic



Monk



Gambler



Poisoner



Dusk



### RECOMMENDED



#### TRAVELLERS

None available

#### FABLED



Bootlegger



Djinn