

TOWNSFOLK



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



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



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



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



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



Flowergirl
Each night*, you learn if a Demon voted today.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Cult Leader
Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Alsaahir
Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Soldier
You are safe from the Demon.



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDERS



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Zealot
If 5 or more players are alive, you must vote for every nomination.



Saint
If you die by execution, your team loses.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS



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



Scarlet Woman 
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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

DEMONS



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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.



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

*Not the first night