

**Steward**

You start knowing  
1 good player.

**Investigator**

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

**Clockmaker**

You start knowing how many steps  
from the Demon to its nearest Minion.

**Librarian**

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

**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.

**Fortune Teller**

Each night, choose 2 players:  
you learn if either is a Demon.  
There is a good player that registers as a Demon to you.

**Cult Leader**

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

**Nightwatchman**

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

**Juggler**

On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.

**Soldier**

You are safe  
from the Demon.

**Cannibal**

You have the ability of the recently killed executee.  
If they are evil, you are poisoned  
until a good player dies by execution.

**Sage**

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

**Goon**

Each night, the 1st player to choose you  
with their ability is drunk until dusk.  
You become their alignment.

**Saint**

If you die by execution,  
your team loses.

**Politician**

If you were the player most responsible for your team losing,  
you change alignment & win,  
even if dead.

**Zealot**

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

**Poisoner**

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

**Assassin**

Once per game, at night\*, choose a player:  
they die, even if for some reason they could not.

**Widow**

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.

**Goblin**

If you publicly claim to be the Goblin  
when nominated & are executed that day,  
your team wins.

**Zombuul**

Each night\*, if no-one died today,  
choose a player: they die.  
The 1st time you die, you live but register as dead.

**Fang Gu**

Each night\*, choose a player: they die.  
The 1st Outsider this kills becomes an evil Fang Gu  
& you die instead. [+1 Outsider]

**Lord Of Typhon**

Each night\*, choose a player: they die.  
[Evil characters are in a line. You are in the middle.  
+1 Minion. -? to +? Outsiders]

**Riot**

On day 3, Minions become Riot  
& nominees die but nominate an alive player immediately.  
This must happen.

\*Not the  
first night