






















## 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>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<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>Soldier</b>	You are safe from the Demon.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<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>Pit-Hag</b>	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

## 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



Demon info



Poisoner



Godfather



Librarian



Investigator



Chef



Grandmother



Nightwatchman



Spy



Dawn

FIRST NIGHT



## SHOW ME WONDERS



### JINXES

None available

## RECOMMENDED



### TRAVELLERS

None available

### FABLED



Djinn

STHGINR EHTO



Dawn



Spy



Nightwatchman



Undertaker



Ravenkeeper



Grandmother



Moonchild



Professor



Sweetheart



Gossip



Godfather



Al-Hadikhia



Shabaloth



Pit-Hag



Gambler



Inkeeper



Poisoner



Dusk