

**Steward**

You start knowing  
1 good player.

**Chef**

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

**Investigator**

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

**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.

**Undertaker**

Each night\*, you learn which character  
died by execution 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.

**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.

**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.

**Mayor**

If only 3 players live & no execution occurs,  
your team wins.  
If you die at night, another player might die instead.

**Drunk**

You do not know you are the Drunk.  
You think you are a Townsfolk character,  
but you are not.

**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.

**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.

**Baron**

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

**Imp**

Each night\*, choose a player: they die.  
If you kill yourself this way,  
a Minion becomes the Imp.

**Kazali**

Each night\*, choose a player: they die.  
[You choose which players are which Minions.  
-? to +? Outsiders]