

**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.

**Washerwoman**

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

**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.

**Balloonist**

Each night, you learn a player of a different character type than last night.
[+0 or +1 Outsider]

**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.

**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

**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.

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**Drunk**

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

**Saint**

If you die by execution, your team loses.

**Zealot**

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

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Poisoner**

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

**Spy**

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

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Shabaloth**

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

**Kazali**

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

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & is the Demon. Each night*, a player might die. [+1 Minion]

**Fang Gu**

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