

**Knight**

You start knowing 2 players that are not the Demon.

**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.

**Librarian**

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

**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.

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Acrobat**

Each night\*, choose a player: if they are drunk or poisoned, you die.

**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.

**Soldier**

You are safe from the Demon.

**Ravenkeeper**

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

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Saint**

If you die by execution, your team loses.

**Sweetheart**

When you die, 1 player is drunk from now on.

**Zealot**

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

**Spy**

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

**Marionette**

You think you are a good character but you are not. The Demon knows who you are.  
[You neighbor the Demon]

**Widow**

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

**Xaan**

On night X, all Townsfolk are poisoned until dusk.  
[X Outsiders]

**Kazali**

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

**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.

**Fang Gu**

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

**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.