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|  | Chef | You start knowing how many pairs of evil players there are. |
|  | 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.) |
|  | Sailor | Each night, choose an alive player: either you or they are drunk until dusk. You can't die. |
|  | General | Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither. |
|  | Chambermaid | Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability. |
|  | Snake Charmer | Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. |
|  | Flowergirl | Each night*, you learn if a Demon voted today. |
|  | Undertaker | Each night*, you learn which character died by execution today. |
|  | Innkeeper | Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. |
|  | Philosopher | Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. |
|  | Fool | The 1st time you die, you don't. |
|  | Tea Lady | If both your alive neighbors are good, they can't die. |
|  | Virgin | The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately. |


OUTSIDERS

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|  | Saint | If you die by execution, your team loses. |
|  | Sweetheart | When you die, 1 player is drunk from now on. |
|  | Klutz | When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. |
|  | Drunk | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. |
|  | Barber | If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters. |

MINIONS

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|  | Poisoner | Each night, choose a player: they are poisoned tonight and tomorrow day. |
|  | Devil's Advocate | Each night, choose a living player (different to last night): if executed tomorrow, they don't die. |
|  | Spy | Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead. |
|  | Psychopath | Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo. |
|  | Baron | There are extra Outsiders in play. [+2 Outsiders] |

DEMONS

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|  | Al-Hadikhia | Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die. |
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-  Dusk
-  Philosopher
-  Minion info
-  Demon info
-  Sailor
-  Poisoner
-  Snake Charmer
-  Devil's Advocate
-  Washerwoman
-  Librarian
-  Chef
-  Spy
-  General
-  Chambermaid
-  Dawn

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REPTILES II: LIZARD IN...



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

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-  Dusk
-  Philosopher
-  Sailor
-  Poisoner
-  Inkeeper
-  Snake Charmer
-  Devil's Advocate
-  Al-Hadikhia
-  Barber
-  Sweetheart
-  Undertaker
-  Flowergirl
-  Spy
-  General
-  Chambermaid
-  Dawn