



### Cartographer

You start knowing 2 evil characters, 1 and only 1 is in-play.



### Smith

You start knowing 3 players, 2, and only 2, are characters of the same type.



### Heir

You start knowing who the Regent is. 1 of you might be evil [+the Regent].



### Regent

You start knowing who the Heir is. 1 of you might be evil [+the Heir].



### Watchdog

Each night, choose a player: the next night, learn how many evil players nominated or voted for them.



### Spelunker

Each night\*, choose a player: if they are evil, you die.



### Titan

Each night\*, if the Demon kills you, pick a different player. If evil, you don't die.



### Daredevil

Each day, you may visit the Storyteller and privately learn a dare and a boon. If completed, get the boon.



### Distiller

Once per game, at night, choose a player: learn their character. They are drunk. If you pick the Demon, you are drunk instead.



### Lamb

Once per game, at night, choose a player. The first time that they would die, you die instead, even if you are dead.



### Broadcaster

If the Demon kills you, the Demon's character is announced.



### Uskok

If you nominated an evil player, tonight, a player dies.

OUTSIDERS



### Garçon

Each night, the first living Townsfolk in the night order is drunk.



### Vigilante

On night X, a Townsfolk X steps from you dies. The Demon knows which player.



### Schrödinger

When you die, you register as living until you vote. You don't receive a vote token when you die.



### Patsy

The 1st time a Minion would die, you die instead.

MINIONS



### Crone

Each night, learn 2 in-play living Townsfolk, choose one: they are poisoned until dusk.



### Headsman

Each day, if no player died, tonight choose two players: one of them dies.



### Stepmother

Each night, choose a good character: tomorrow, if either of their neighbors is executed, they die.



### Soul Stealer

The first executed Outsider becomes evil and gains & keeps a not-in-play Minion ability [+0-+1 Outsider].

DEMONS



### Dogfish

On your 1st night, learn 2 players: they are drunk. If 1 dies, choose a new player. Each night\*, a drunk player dies then becomes sober.



### Seraph

Each night\*, see the Grimoire and choose a player: they die. Demons learn each other. [Minions are good]



### Phantom

Each night\*, choose a player: they die. All Outsiders register as evil Demons. [+1-+2 Outsiders].



### Cherubim

Each night\*, a player dies. If the Seraph dies, you choose who dies. Minions do not learn you or if they are good. [+ the Seraph]

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# Heavenly Host VI.I by Lucas

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LORIC

None

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TRAVELLERS

None



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