



# Gentle Night

script by Angelus Morningstar



**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 0 are in play).



**High Priestess**  
Each night, learn which player the Storyteller believes you should talk to most.



**Chambermaid**  
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



**Town Crier**  
Each night\*, you learn if a Minion nominated today.



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



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



**Juggler**  
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Soldier**  
You are safe from the Demon.



**Sage**  
If the Demon kills you, you learn that it is 1 of 2 players.



**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.



**Butler**  
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



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



**Spy**  
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider,



**Scarlet Woman**  
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



**Goblin**  
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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



**Pukka**  
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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