

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.)



Bounty Hunter You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath Each night, you learn how many of your 2 alive neighbors are evil.



Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



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



Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.

OUTSIDERS



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.



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



Saint If you die by execution, your team loses.

MINIONS



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



Evil Twin You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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



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

DEMONS



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



Dusk



Minion info



Demon info



Poisoner



Evil Twin



Washerwoman



Librarian



Investigator



Chef



Empath



Dreamer



Bounty Hunter



Ogre



Dawn





JINXES



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If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.





RECOMMENDED



TRAVELLERS

FABLEO

None available

None available



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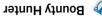
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Empath





Scarlet Woman



Monk



Poisoner



Dusk

