



















	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.)
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	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

	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	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.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	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

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



Minion info



Demon info



Poisoner



Washerwoman



Librarian



Investigator



Chef



Empath



Fortune Teller



Butler



Spy



Dawn

FIRST

NIGHT



TROUBLE BREWING



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGINR EHTO

Dawn



Spy



Butler



Undertaker



Fortune Teller



Empath



Ravenkeeper



Imp



Scarlet Woman



Monk



Poisoner



Dusk

