



















	Chef	You start knowing how many pairs of evil players there are.
	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.
	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 zero are in play.)
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	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.
	Undertaker	Each night*, you learn which character died by execution today.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.


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

	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

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

 Demon info

 Poisoner

 Washerwoman

 Librarian

 Investigator

 Chef

 Empath

 Fortune Teller

 Butler

 Spy

 Dawn


First Night

 Dawn


 Spy

 Butler

 Undertaker

 Fortune Teller


 Empath

 Ravenkeeper

 Imp

 Scarlet Woman

 Monk

 Poisoner

 Dusk

Other Nights