

PIES BAKING

TOWNSFOLK



Noble You start knowing 3 players, 1 and only 1 of which is evil.



Chef You start knowing how many pairs of evil players there are.



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.



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.



Virgin The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS



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



Saint If you die by execution, your team loses.



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.

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.



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



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



Marionette You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS



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

-  Dusk
-  Minion info
-  Demon info
-  Marionette
-  Poisoner
-  Washerwoman
-  Librarian
-  Chef
-  Empath
-  Fortune Teller
-  Butler
-  Noble
-  Spy
-  Dawn

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PIES BAKING



JINXES



If the Cannibal gains the Butler ability, the Cannibal learns this.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

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-  Dusk
-  Poisoner
-  Monk
-  Scarlet Woman
-  Imp
-  Ravenkeeper
-  Empath
-  Fortune Teller
-  Butler
-  Spy
-  Dawn