











TOwnSFOLK

- **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.
- **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.
- **Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.


OUTSIDERS

- **Saint** If you die by execution, your team loses.
- **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.

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



Poisoner



Washerwoman



Chef



Fortune Teller



Spy



Dawn

FIRST NIGHT



TEENSY BREWING



JINXES

None available

RECOMMENDED

TRAVELLERS

None available

FABLED



Sentinel



STHGIN TO

Dawn



Spy



Undertaker



Fortune Teller



Ravenkeeper



Imp



Monk



Poisoner



Dusk

