

**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.)



**Investigator** You start knowing that 1 of 2 players is a particular Minion.



**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.



**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.



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



**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.



**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.



**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.



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



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



Dusk



Minion info

F

R

8



**Demon info** 



Poisoner



Washerwoman



Librarian



Investigator



Chef



**E**mpath



**Fortune Teller** 



**Butler** 



Spy



Dawn

## TROUBLE BREWING



JINXES

None available









Undertaker

Butler













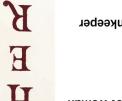




H Ð

















**RECOMMENDED** 

**FABLEO** 

None available

**TRAVELLERS** 

None available