

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



Chef

Each night, you learn how many of your 2 alive neighbors are evil.



Empath

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Fortune Teller

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



Investigator

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Librarian

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



Mayor

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



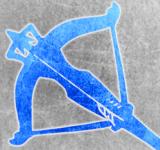
Monk

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



Ravenkeeper

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



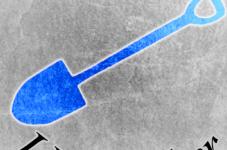
Slayer

You are safe from the Demon.



Soldier

Each night*, you learn which character died by execution today.



Undertaker

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



Virgin

You start knowing that 1 of 2 players is a particular Townsfolk.



Washerwoman

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



Butler

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Drunk

You might register as evil & as a Minion or Demon, even if dead.



Recluse

If you die by execution, your team loses.



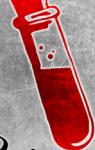
Saint

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



Baron

Each night, choose a player: they are poisoned tonight and tomorrow day.



Poisoner

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Spy

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



Scarlet Woman

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



Imp

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



Imp

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



Imp