

TOWNSFOLK



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.



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.



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

OUTSIDERS



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.



Tinker You might die at any time.

MINIONS



Devil's Advocate Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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

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



Devil's Advocate



Washerwoman



Librarian



Empath



Fortune Teller



Dawn

FIRST NIGHT



JINXES

None available

RECOMMENDED

TRAVELLERS

None available

FABLED

None available



STHGIN TO

Dawn



Fortune Teller



Empath



Ravenkeeper



Tinker



Imp



Devil's Advocate



Monk



Dusk

