



## VISITORS ... by Zets

### TOWNSFOLK

	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Chef</b>	You start knowing how many pairs of evil players are sat next to each other.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Cult Leader</b>	Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Nightwatchman</b>	Once per game, at night, choose a player: they learn who you are.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

### OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Snitch</b>	Minions start knowing 3 not-in-play characters.
	<b>Saint</b>	If you die by execution, your team loses.

### MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

### DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
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-  Magician
-  Minion info
-  Snitch
-  Demon info
-  Poisoner
-  Librarian
-  Investigator
-  Chef
-  Empath
-  Fortune Teller
-  Nightwatchman
-  Cult Leader
-  Spy
-  Dawn

FIRST NIGHT



-  Dusk
-  Poisoner
-  Monk
-  Scarlet Woman
-  Imp
-  Ravenkeeper
-  Empath
-  Fortune Teller
-  Nightwatchman
-  Cult Leader
-  Spy
-  Dawn













OTHER NIGHTS



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OTHER NIGHTS



## JINXES



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