







## HALF OF THE 108 ... by Jack Broome





### TOWNSFOLK

	<b>Washerwoman</b>	You start knowing that 1 of 2 players is a particular 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>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Soldier</b>	You are safe from the 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.




### OUTSIDERS

	<b>Butler</b>	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	<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>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>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

### DEMONS

	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.







## HALF OF THE 108 ... by Jack Broome





### TOWNSFOLK

	<b>Washerwoman</b>	You start knowing that 1 of 2 players is a particular 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>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Soldier</b>	You are safe from the 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.




### OUTSIDERS

	<b>Butler</b>	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	<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>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>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

### DEMONS

	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vortex</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

-  Dusk
-  Minion Info
-  Demon Info
-  Poisoner
-  Washerwoman
-  Librarian
-  Investigator
-  Chef
-  Empath
-  Fortune Teller
-  Butler
-  Spy
-  Dawn

# FIRST NIGHT



-  Dusk
-  Poisoner
-  Monk
-  Scarlet Woman
-  Legion
-  Imp
-  Vortex
-  Ravenkeeper
-  Empath
-  Fortune Teller
-  Undertaker
-  Butler
-  Spy
-  Dawn

# OTHER NIGHTS



-  Dusk
-  Minion Info
-  Demon Info
-  Poisoner
-  Washerwoman
-  Librarian
-  Investigator
-  Chef
-  Empath
-  Fortune Teller
-  Butler
-  Spy
-  Dawn

# FIRST NIGHT



-  Dusk
-  Poisoner
-  Monk
-  Scarlet Woman
-  Legion
-  Imp
-  Vortex
-  Ravenkeeper
-  Empath
-  Fortune Teller
-  Undertaker
-  Butler
-  Spy
-  Dawn

# OTHER NIGHTS

