






















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 are sat next to each other. |
|  | Empath | Each night, you learn how many of your 2 alive neighbours 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. |
|  | Cult Leader | Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins. |
|  | Monk | Each night*, choose a player (not yourself): they are safe from the Demon tonight. |
|  | Nightwatchman | Once per game, at night, choose a player: they learn who you are. |
|  | Ravenkeeper | If you die at night, you are woken to choose a player: you learn their character. |
|  | Slayer | Once per game, during the day, publicly choose a player: if they are the Demon, they die. |
|  | Magician | The Demon thinks you are a Minion. Minions think you are a Demon. |
|  | Mayor | If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead. |
|  | Cannibal | You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution. |


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. |
|  | Snitch | Minions start knowing 3 not-in-play characters. |
|  | Saint | If you die by execution, your team loses. |

MINIONS

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

DEMONS

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













FIRST NIGHT



JINXES



When the Spy sees the Grimoire, the Demon & Magician's character tokens are removed.

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

OTHER NIGHTS

