

## 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



## PARADISE IN TROUBLE



### JINXES

None available

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available



STHGIN TO R E H T O



Dawn



Fortune Teller



Empath



Ravenkeeper



Tinker



Imp



Devil's Advocate



Monk



Dusk