






















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.)
	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.
	Undertaker	Each night*, you learn which character died by execution today.
	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.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Soldier	You are safe from the Demon.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.




OUTSIDERS

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

DEMONS

	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vortex	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

