Visitors **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 there are.



**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.



Cult Leader Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Monk

Cannibal

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.



If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead. Mayor



You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.





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.





Each night, choose a player: they are poisoned tonight and tomorrow day. Poisoner



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



There are extra Outsiders in play. [+2 Outsiders] Baron



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

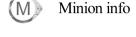




Imp

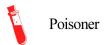
Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.













Investigator















## First Night

## **Visitors**



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

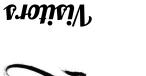


















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