


















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	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.
--	-----	--

 Magician

 Minion info

 Snitch

 Demon info

 Poisoner

 Librarian

 Investigator

 Chef

 Empath

 Fortune Teller

 Nightwatchman



 Cult Leader

 Spy

 Dawn

First Night

Visitors


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

Dawn 

Spy 

Cult Leader 

Nightwatchman 

Fortune Teller 

Empath 

Ravenkeeper 

Imp 

Scarlet Woman 

Monk 

Poisoner 

Dusk 

Visitors

Other Nights