

	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 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 1 good player that registers falsely 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, but your ability malfunctions.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Saint	If you are executed, your team loses.

MINIONS


	Poisoner	Each night, choose a player: their ability malfunctions 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. (Travelers don't count)
	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.
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 Minion info

 Demon info

 Poisoner

 Washerwoman

 Librarian

 Investigator

 Chef

 Empath

 Fortune Teller

 Butler

 Spy

 Dawn

First Night

Trouble Brewing

Recommended Travellers




 Dawn


 Spy

 Butler


 Undertaker

 Fortune Teller


 Empath

 Ravenkeeper

 Imp

 Scarlet Woman

 Monk

 Poisoner

 Dusk

Trouble Brewing

Other Nights