























TOWNSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Knight	You start knowing 2 players that are not the Demon.
	Chef	You start knowing how many pairs of evil players there are.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	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.
	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.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Farmer	When you die at night, an alive good player becomes a Farmer.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.


OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	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.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	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

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
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-  Dusk
-  Minion info
-  Demon info
-  Marionette
-  Poisoner
-  Librarian
-  Chef
-  Empath
-  Fortune Teller
-  Knight
-  Noble
-  Spy
-  Ogre
-  Dawn

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LEDGERS BALANCING



JINXES



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



The Spy registers as evil to the Ogre.



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RECOMMENDED



TRAVELLERS

None available

FABLED



Djinn

-  Dawn
-  Spy
-  Fortune Teller
-  Empath
-  Farmer
-  Imp
-  Scarlet Woman
-  Monk
-  Poisoner
-  Dusk