

**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.



**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.)



**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.



**Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.



Mayor

Drunk

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** 



On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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.



**Klutz** When you learn that you died, publicly choose 1 alive player: if they are evil, 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]

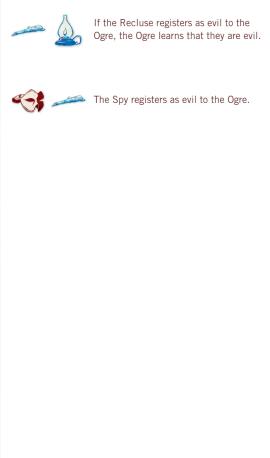
DEMONS



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



Dawn



GINGERBREAD BAKING +...

JINXES

## H D RECOMMENDED N **FABLED** R None available





Dusk

**TRAVELLERS** 

None available