

# Steward

You start knowing 1 good player.



#### Chef

You start knowing how many pairs of evil players there are.



## Investigator

You start knowing that 1 of 2 players is a particular Minion.



#### Undertaker

Each night\*, you learn which character died by execution today.



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



### Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



# 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.



#### Slaver

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



## Soldier

You are safe from the Demon.



# Ravenkeeper

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



### 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.



# Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



#### Donal

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



### Saint

If you die by execution, your team loses.



# Zealot

If 5 or more players are alive, you must vote for every nomination.



## Poisoner

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



# Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



# Baron

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



# Fang Gu

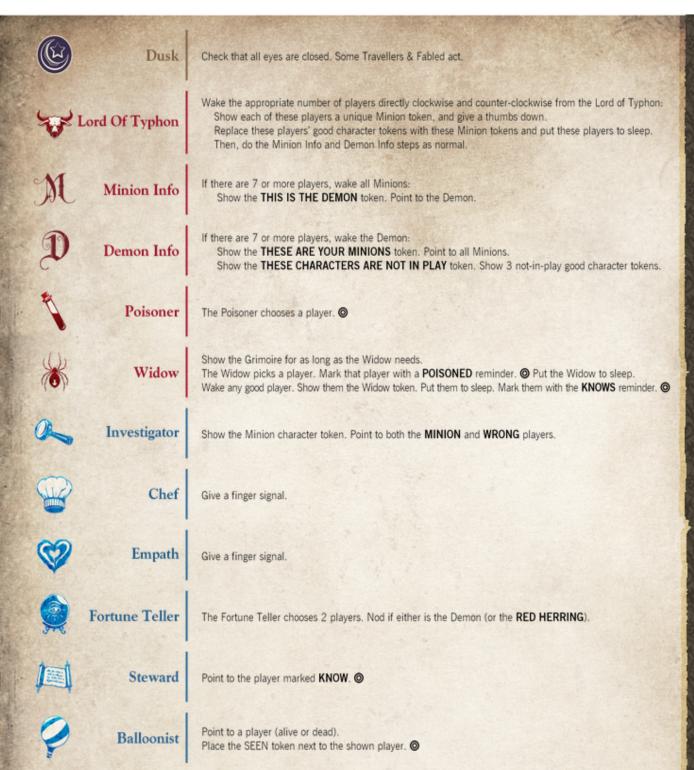
Each night\*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



# Lord Of Typhon

Each night\*, choose a player: they die.

[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]



Dawn

Wait a few seconds. Call for eyes open.

