

### 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.



### 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.)



### 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.



# 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.



### 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 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.



### 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.



# 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]



### Fang Gu

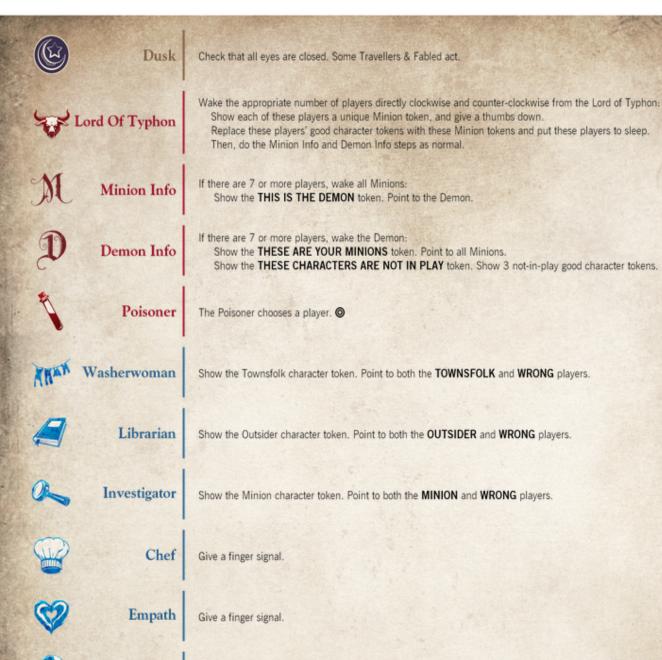
Each night\*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]



# 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]



Fortune Teller The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).

Butler The Butler chooses a player. ◎

Spy Show the Grimoire to the Spy for as long as they need.

Dawn Wait a few seconds. Call for eyes open.

