

#### 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.



## 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]



Mayor

your team wins.

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

you are woken to choose a player:

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

you learn their character.



### 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.

Fortune Teller

Soldier

You are safe from the Demon.

Ravenkeeper If you die at night,

Each night, choose 2 players:

you learn if either is a Demon.

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

There is a good player that registers as a Demon to you.



## 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.



# **Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



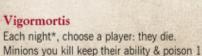
#### Baron

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



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Townsfolk neighbor. [-1 Outsider]



# Legion 🎤

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



# 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]



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

Wait a few seconds. Call for eyes open.

Spy

Dawn

