

**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.)

**Investigator**

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

**Chef**

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

**Empath**

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

**Undertaker**

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

**Monk**

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

**Ravenkeeper**

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

**Virgin**

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

**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.

**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Drunk**

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.

**Poisoner**

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

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**Spy**

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

**Xaan**

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Zombuul**

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]

**Kazali**

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]