

# TOWNSFOLK



## 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.

# OUTSIDERS



## 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.

# 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.



## Scarlet Woman

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



## 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]

\*Not the first night