



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.



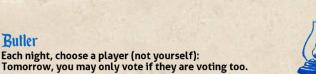
Fortune Teller

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.





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,

If only 3 players live & no execution occurs,

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

Half of the 108

Each night*, choose a player (not yourself):

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

Once per game, during the day, publicly choose a player:

They are safe from the Demon tonight.

The 1st time you are nominated,

If the nominator is a Townsfolk, They are executed immediately.

If they are the Demon, they die.

You are safe from the Demon.

Ravenheeper

Uirgin

Soldier

Mayor

Your team wins.



Saint

If you die by execution, your team loses.



Poisoner

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



Smi

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]



Scarlet Woman

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



Cegion

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



7mn

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Clortox

Each night*, choose a player; they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.





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