

Half of the 108

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.

OUTSIDER



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.

MINION



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.



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)

DEMON



Legion

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



Imp

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



Vortex

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

* Not the First Night

The background of the entire image is a dense, repeating pattern of small, intricate floral or scrollwork motifs in a teal or seafoam green color. The pattern is uniform and covers the entire surface.

Halt
Of The
108