



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



**Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.



**Empath** Each night, you learn how many of your 2 alive neighbors 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.



**Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.



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



**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.



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



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



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



**Fool** The 1st time you die, you don't.



**Gossip** Each day, you may make a public statement. Tonight, if it was true, a player dies.

## OUTSIDERS



**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.



**Puzzlemaster** 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



**Sweetheart** When you die, 1 player is drunk from now on.

## MINIONS



**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.)



**Godfather** You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



**Marionette** You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

## DEMONS



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



**Fang Gu** Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Minion info



Demon info



Marionette



Poisoner



Godfather



Washerwoman



Investigator



Chef



Empath



Fortune Teller



Clockmaker



Dawn

FIRST

NIGHT



## TROUBLE BREWING MAX



### JINXES



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.



STHGINR EHTO

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available

- Dusk
- Poisoner
- Monk
- Scarlet Woman
- Imp
- Fang Gu
- Godfather
- Gossip
- Sweetheart
- Ravenkeeper
- Empath
- Fortune Teller
- Dawn