

## ◀ 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 (Travellers don't count) & the Demon dies, you become the Demon.
Baron		There are extra Outsiders in play. [+2 Outsiders]

## ◀ Demons ▶

Imp		Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
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\* Not the first night.

*Clouds roll in over Ravenswood Bluff, engulfing this sleepy town and its superstitious inhabitants in foreboding shadow. Freshly washed clothes dance eerily on lines strung between cottages. Chimneys cough plumes of smoke into the air. Exotic scents waft through cracks in windows and under doors, as hidden cauldrons lay bubbling. An unusually warm autumn breeze wraps around vine-covered walls and whispers ominously to those brave enough to walk the cobbled streets.*

*Anxious mothers call their children home from play as thunder begins to clap on the horizon. If you listen more closely, however, noises stranger still can be heard echoing from the neighbouring forest. Under the watchful eye of a looming monastery, silhouetted figures skip from doorway to doorway.*

*Those who can read the signs know there is...*



### **Character Counts**

	<i>Players, Townsfolk, Outsiders, Minions, Demons</i>										
	5	6	7	8	9	10	11	12	13	14	15+
Total Residents	5	6	7	8	9	10	11	12	13	14	15+
Townsfolk	3	3	5	5	5	7	7	7	9	9	9
Outsiders	0	1	0	1	2	0	1	2	0	1	2
Minions	1	1	1	1	1	2	2	2	3	3	3
Demons	1	1	1	1	1	1	1	1	1	1	1