

	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Chef	You start knowing how many pairs of evil players there are.
	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.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	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.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	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.
	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.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Saint	If you die by execution, your team loses.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

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.
	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.)
	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.
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-  Dusk
-  Minion info
-  Demon info
-  Marionette
-  Poisoner
-  Pixie
-  Washerwoman
-  Librarian
-  Chef
-  Empath
-  Fortune Teller
-  Noble
-  Spy
-  Ogre
-  Dawn

FIRST NIGHT



ONION PIES

JINXES

-   If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.
-   The Spy registers as evil to the Ogre.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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- Dusk 
- Poisoner 
- Monk 
- Scarlet Woman 
- Imp 
- Ravenkeeper 
- Empath 
- Fortune Teller 
- Spy 
- Dawn 