

-  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 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.
-  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 & the Demon dies, you become the Demon. (Travellers don't count.)
-  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.

 Minion info

 Demon info

 Poisoner

 Washerwoman

 Librarian

 Investigator

 Chef

 Empath

 Fortune Teller

 Butler

 Spy

 Dawn

First Night

Trouble Brewing

PLAYERS	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

Trouble Brewing

Other Nights

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