

#### Investigator

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



## Clockmaker

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



#### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



## Undertaker

Each night\*, you learn which character died by execution today.



### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



#### Monk

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



## Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Lunatic

Goon

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



# Klutz

Chambermaid

Nightwatchman

Slaver

Sage

Mayor

Pacifist

might not die.

your team wins.

Executed good players

Each night, choose 2 alive players (not yourself):

you learn how many woke tonight due to their.

Once per game, at night, choose a player: they learn you are the Nightwatchman.

Once per game, during the day,

if they are the Demon, they die.

you learn that it is 1 of 2 players.

If only 3 players live & no execution occurs,

If you die at night, another player might die instead.

publicly choose a player:

If the Demon kills you,

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



#### Zealot

If 5 or more players are alive, you must vote for every nomination.



# Godfather

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



#### Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



# **Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



### Boffin ∽

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



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



# Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes



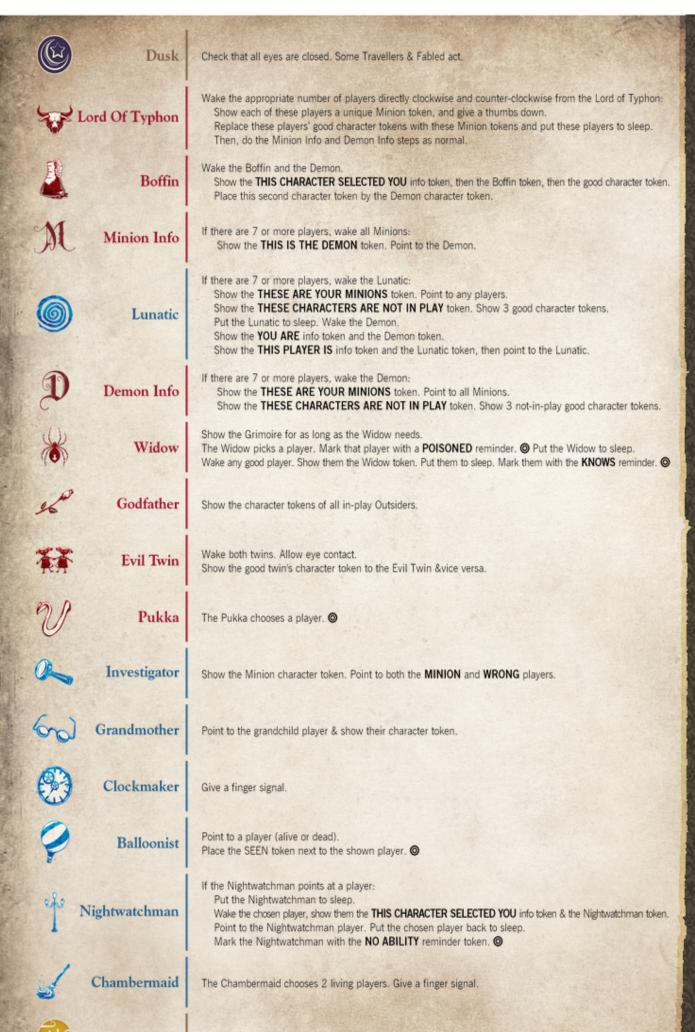
# Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



# Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Dawn

Wait a few seconds. Call for eyes open.