

## Investigator

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



#### Washerwoman

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



#### Balloonist

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



### General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



#### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



## Goon

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



# Zealot

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



# Heretic 🖲 🎍

Whoever wins, loses & whoever loses, wins, even if you are dead.

Minions & Demons do not know each other.

If you die, they learn who each other are that night.

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are

If good, they die & the Demon doesn't kill tonight.

Once per game, at night, choose a living player:

the Damsel, if chosen, becomes a not-in-play Townsfolk.

then doesn't wake tonight.

Each night\*, choose an alive player.

Each day, you may visit the Storyteller

One good player registers as evil.

to learn two things in private:

If the Demon kills the King,

The first time you die,

Poppy Grower

you learn which player is the Demon.

1 is true & 1 is false.

Huntsman

[+the Damsel]

Choirboy

[+ the King]

Fool

you don't.

Lycanthrope

Savant



#### Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



# Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



# Baron

There are extra Outsiders in play. [+2 Outsiders]



# Boffin ∽

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



# Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



# Vigormortis

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



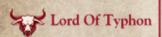
#### Fang Gu

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



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



Boffin

Wake the Boffin and the Demon.

Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.



Poppy Grower

Wake the Demon.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



Yaggababble

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.



Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



Demon Info

If there are 7 or more players, wake the Demon:

Show the THESE ARE YOUR MINIONS token. Point to all Minions.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Preacher

The Preacher chooses a player. If they choose a Minion:

Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.

Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.



Huntsman

If the Huntsman points to a player:

Put them to sleep. Mark them with the NO ABILITY token.

If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Investigator

Show the Minion character token. Point to both the MINION and WRONG players.



Butler

The Butler chooses a player. @



Balloonist

Point to a player (alive or dead).

Place the SEEN token next to the shown player.



General

If you believe that the good team is winning, give a thumbs up.

If you believe that the evil team is winning, give a thumbs down.

If you don't know which team is winning, give a thumbs to the side.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Wait a few seconds. Call for eyes open & immediately say who died.

Dawn