

## 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.



### Clockmaker

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



# Innkeeper

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



#### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



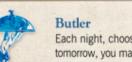
### Balloonist

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



### 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.



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



#### Lunatic

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



Recluse

Alsaahir

Cannibal ?

Ravenkeeper

If you die at night,

Tea Lady

they can't die.

your team wins.

Mayor

you learn their character.

Once per day, if you publicly guess

If they are evil, you are poisoned

you are woken to choose a player:

If both your alive neighbors are good,

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

If only 3 players live & no execution occurs,

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

until a good player dies by execution.

which players are Minion(s) and which are Demon(s),

You have the ability of the recently killed executee.

You might register as evil & as a Minion or Demon, even if dead.



### Klutz

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



Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



#### Widow

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



# Mastermind

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



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



# Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



# 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]



2

Dawn

wn Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
***	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
£	Sailor	The Sailor chooses a living player. ◎
<b>'</b> 0	Innkeeper	The Innkeeper chooses 2 players.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
**	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
¥	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
*	Vigormortis	The Vigormortis chooses a player.  If that player is a Minion, poison a neighboring Townsfolk.
9	Kazali	The Kazali chooses a player. ⊚
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
*	Butler	The Butler chooses a player. ⊚
4	Spy	Show the Grimoire to the Spy for as long as they need.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.