

# Knight

You start knowing 2 players that are not the Demon.



#### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



### Town Crier

Each night\*, you learn if a Minion nominated today.



## 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.



# Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

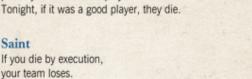


Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



# Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



# Puzzlemaster

Gossip

Alsaahir

Philosopher

Soldier

You are safe

Choirboy

[+ the King]

your team wins.

Mayor

from the Demon.

If the Demon kills the King,

you learn which player is the Demon.

If only 3 players live & no execution occurs,

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

Once per game, at night,

Each day, you may make a public statement.

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

choose a good character: gain that ability.

If this character is in play, they are drunk.

Tonight, if it was true, a player dies.

Once per day, if you publicly guess

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



#### Saint

Moonchild

If you die by execution, your team loses.

When you learn that you died,

publicly choose 1 alive player.



# Psychopath

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



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.



### Mastermind

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



### 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]





If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



	MATERIAL PROPERTY.		
(		Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
9	₩.	ord Of Typhon	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.
		Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
c	M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	D	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.
	<b>%</b>	King	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	£	Sailor	The Sailor chooses a living player.
		Widow	Show the Grimoire for as long as the Widow needs.  The Widow picks a player. Mark that player with a <b>POISONED</b> reminder.   Put the Widow to sleep.  Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder.
7	新	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
		Knight	Point to the two players marked KNOW. ⊚⊚
		Noble	Point to al three players marked KNOW.
(		Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
		Dawn	Wait a few seconds. Call for eyes open.

Mark the Leviathan with the DAY 1 reminder.

Leviathan

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
2	Sailor	The Sailor chooses a living player. ◎
<b>'</b> 0	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
	Fang Gu	The Fang Gu chooses a player.  If they chose an Outsider (once only):  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
¥	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. ⊚⊚
Q	Gossip	If the Gossip is due to kill a player, they die. ◎
₹R	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
© U	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
1	Town Crier	Either nod or shake your head.
	Village Idiot	Wake any Village Idiot, they chooses a player, Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
5/6	King	If the number of dead players is equal to or exceeds the number of alive players:  Wake the King. Show one alive character token. Put the King to sleep.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
<b>®</b>	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder.