

## Knight

You start knowing 2 players that are not the Demon.



You start knowing how many pairs of evil players there are.



### Investigator

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



## Grandmother

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



## **Bounty Hunter**

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



## Innkeeper

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



## Sage

Monk

Dreamer

Gossip

Cannibal ?

1 of which is correct.

Each night\*, choose a player (not yourself):

Each night, choose a player (not yourself or Travellers):

Each day, you may make a public statement.

You have the ability of the recently killed executee.

they are safe from the Demon tonight.

you learn 1 good and 1 evil character,

Tonight, if it was true, a player dies.

If the Demon kills you, you learn that it is 1 of 2 players.

If they are evil, you are poisoned

until a good player dies by execution.



### Tea Lady

If both your alive neighbors are good, they can't die.



### 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.



# Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



# Klutz

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



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Once per game, at night\*, choose a player: they die, even if for some reason they could not.



# Widow

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



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



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



# Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]

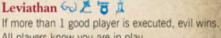


### Lord Of Typhon

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







All players know you are in play. After day 5, evil wins.







Leviathan

Mark the Leviathan with the DAY 1 reminder. @ 74 m

(2)	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.
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
Z	Monk	The Monk chooses a player.
	Mezepheles	If a player is marked with the <b>TURNS EVIL</b> reminder:  Wake them. Show the <b>YOU ARE</b> info token then give a thumbs down. Put them to sleep.  Turn their character token upside down. (This shows they are now evil.)  Mark the Mezepheles with the <b>NO ABILITY</b> reminder.
Ψ	Imp	The Imp chooses a player.  If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
4	Lord Of Typhon	The Lord of Typhon chooses a player.
2	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:  Wake the chosen player. Point to the player, & show them the IS THE DEMON token.  Put the chosen player back to sleep. Place the IS THE DEMON token beside them.   Place the DEAD token beside any living player.   ■
*	Assassin	The Assassin might choose a player. ⊚⊚
Q,	Gossip	If the Gossip is due to kill a player, they die. ⊚
į	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. <b>⊚</b>
<b>©</b>	Empath	Give a finger signal.
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
00	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player.  Move the SEEN token to the shown player.
*	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
<b>S</b>	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder.