

# Steward

You start knowing 1 good player.



## Knight

You start knowing 2 players that are not the Demon.



#### Grandmother

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



#### Town Crier

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



## 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.



#### Monk

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



# Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their



#### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



#### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



#### Goon

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



# Tinker

You might die at any time.



#### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



## Plague Doctor

If you die, the Storyteller gains a Minion ability.



#### Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



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.



## Vizier 1

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



# 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]

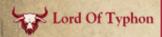


# Leviathan 60 2 7

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



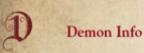
Dusk | Check that all eyes are closed. Some Travellers & Fabled act.



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.



If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.



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.



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. O Declare that "The Fearmonger has chosen a player."



**Empath** 

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. @



Steward

Point to the player marked KNOW. @



Knight

Point to the two players marked KNOW. @@



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the DAY 1 reminder. @



Vizier

Declare that the Vizier is in play, and which player it is.

(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.
<b>'</b> 5	Innkeeper	The Innkeeper chooses 2 players. <b>⊚⊚⊚</b>
Z	Monk	The Monk chooses a player. ◎
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:  Mark the chosen player with the <b>FEAR</b> reminder.   Declare that "The Fearmonger has chosen a player."
4	Lord Of Typhon	The Lord of Typhon chooses a player. <b>©</b>
Q,	Gossip	If the Gossip is due to kill a player, they die. ◎
*	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
المالي المالي	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Sage	Tinker	The Tinker might die. ◎
600)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too.
<b>(2)</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.
1	Town Crier	Either nod or shake your head.
4	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
8	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
8	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.