

### Noble

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



### Grandmother

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



### Undertaker

Each night\*, you learn which character died by execution today.



# Empath

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



## Balloonist

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



## Gossip

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



# Alsaahir

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Moonchild When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



# Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Klutz

Witch

Goon

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

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

You become their alignment.

Each night, choose a player:

if they nominate tomorrow, they die.

If just 3 players live, you lose this ability.



# Widow 🍣

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



# Cerenovus -

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Yaggababble

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### 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]



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.





# Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



## Choirboy

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



### Tea Lady

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



### Fool

The first time you die, you don't.



# Magician The Demon thinks you are a Minion.

Minions think you are a Demon.



ord 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.



Magician

Dusk

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THIS IS THE DEMON token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon.

Show the THESE ARE YOUR MINIONS token. Point to al Minions &the Magician. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



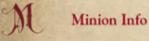
Yaggababble

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



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.



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.



Widow

Show the Grimoire for as long as the Widow needs.

The Widow picks a player. Mark that player with a POISONED reminder. @ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder.



Witch

The Witch chooses a player. @



Cerenovus

The Cerenovus chooses a player & a character. OPut the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.

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Noble

Point to al three players marked KNOW.



Grandmother

Point to the grandchild player & show their character token.



Empath

Give a finger signal.



Balloonist

Point to a player (alive or dead). Place the SEEN token next to the shown player. @



Dawn

Wait a few seconds. Call for eyes open.

SAMO

