

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



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



**Empath** Each night, you learn how many of your 2 alive neighbors are evil.



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



**Nightwatchman** Once per game, at night, choose a player: they learn who you are.



**Fisherman** Once per game, during the day, visit the Storyteller for some advice to help your team win.

OUTSIDERS



**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.



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

MINIONS



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



Marionette

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



**DEMONS** 



**Pukka** Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lil' Monsta Each night, Minions choose who babysits Lil' Monsta's token & "is the demon". A player dies each night\*. [+1 Minion]



Dusk



Minion info



Lunatic



Demon info



Marionette



Lil' Monsta



Pukka



Investigator



**Empath** 



**Dreamer** 



Noble



Nightwatchman





Dawn

## COMRADE DEMON





The Markete neighbors a Minion, not the Demon.

The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil'











Dawn





















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## **RECOMMENDED**



**TRAVELLERS** 

None available

**FABLEO** 



Revolutionary



Sentinel