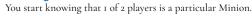


Noble

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



Investigator





Empath

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



Dreamer

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



Nightwatchman

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



Once per game, during the day, visit the Storyteller for some advice to help you win.



Demon) to swap characters.

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

If you died today or tonight, the Demon may choose 2 players (not another



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





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 neighbour the Demon]





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]





Revolutionary

2 neighboring players are known to be the same alignment. Once per game, one of them registers falsely.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.







The Marionette 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' Monsta token.