

Washerwoman

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Oracle

Each night*, you learn how many dead players are evil.



Innkeeper

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Acrobat

Each night*, choose a player: if they are drunk or poisoned, you die.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Nightwatchman

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Cannibal &

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



Banshee

If the Demon kills you, all players learn this.

From now on, you may nominate twice per day and vote twice per nomination.



Mayor

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.



Lunatic

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



Tinker

You might die at any time.



Klutz

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



Zealot

If 5 or more players are alive, you must vote for every nomination.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Assassin

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day.

If a player is then executed, their team loses.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Imp

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vigormortis

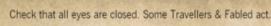
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]



Fang Gu 🐿

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu ...
& you die instead. [+1 Outsider]







Minion Info

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



Lunatic

Dusk

If there are 7 or more players, wake the Lunatic:

Show the THESE ARE YOUR MINIONS token. Point to any players.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the YOU ARE info token and the Demon token.

Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



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.



Poisoner

The Poisoner chooses a player. @



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Nightwatchman

If the Nightwatchman points at a player:

Put the Nightwatchman to sleep.

Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep.

Mark the Nightwatchman with the NO ABILITY reminder token. @



Dawn

Wait a few seconds. Call for eyes open.

	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.
7	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
1	Poisoner	The Poisoner chooses a player.
C 8	Gambler	The Gambler chooses a player & a character. ⊙
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Fang Gu	The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
1	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
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.
×	Assassin	The Assassin might choose a player. ⊚⊚
Best	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
\$	Professor	The Professor might choose a dead player. ⊚⊚
3	Tinker	The Tinker might die. ⊚
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
*	Oracle	Give a finger signal.
y Jo	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the NO ABILITY reminder token.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.