

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

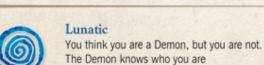
Each night*, choose a player: if they are drunk or poisoned, you die.

& who you choose at night.



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.





Klutz

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



Mutant

Nightwatchman

Slayer

Cannibal 2

Banshee

Mayor

your team wins.

Once per game, at night, choose a player:

You have the ability of the recently killed executee.

they learn you are the Nightwatchman.

Once per game, during the day,

If they are evil, you are poisoned

and vote twice per nomination.

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

until a good player dies by execution.

If the Demon kills you, all players learn this.

If only 3 players live & no execution occurs,

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

From now on, you may nominate twice per day

publicly choose a player: if they are the Demon, they die.

If you are "mad" about being an Outsider, you might be executed.



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)



Shabaloth

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



Kazali

Each night*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



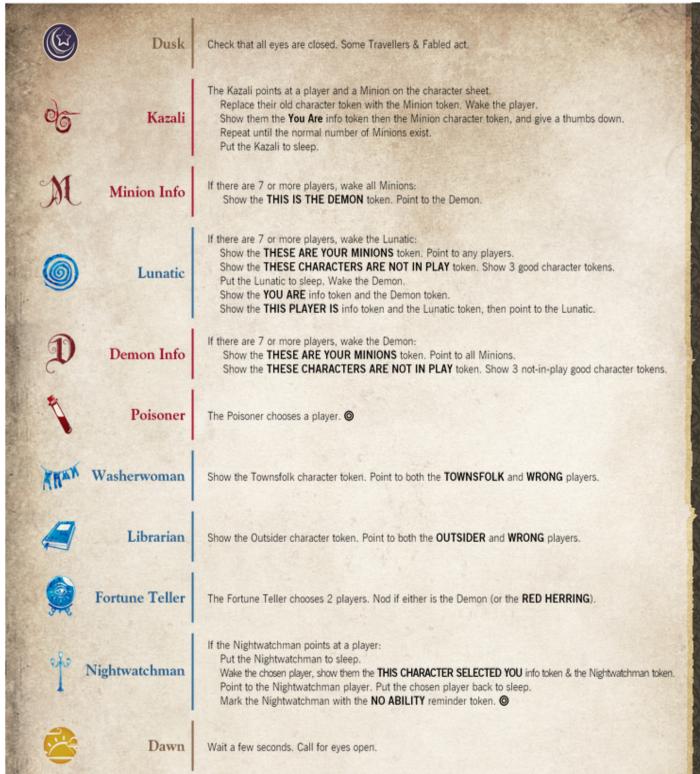
Vigormortis

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]



	D . I	
	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.
1	Poisoner	The Poisoner chooses a player. ◎
' 0	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
0	Gambler	The Gambler chooses a player & a character. ◎
, pers	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
	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).
	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players. □
	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.
*	Vigormortis	The Vigormortis chooses a player. ③ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
0	Kazali	The Kazali chooses a player. ⊚
×	Assassin	The Assassin might choose a player. ❷◎
Y	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).
R	Oracle	Give a finger signal.
e fo	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

Wait a few seconds. Call for eyes open & immediately say who died.

Dawn