

### Chef

You start knowing how many pairs of evil players there are.



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



### Washerwoman

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



### Balloonist

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



#### Dreamer

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



## 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.



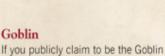
## Goon

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



## Recluse

You might register as evil & as a Minion or Demon,



when nominated & are executed that day,



# your team wins.

Boomdandy If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



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



## Boffin ∽

The Demon (even if drunk or poisoned) has a not-in-play good character's ability.



## Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## Fang Gu 🐿

The 1st Outsider this kills becomes an evil Fang Gu



## Vigormortis

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



## Nightwatchman

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



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk.





#### Fisherman

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



### Soldier

You are safe from the Demon.



#### Farmer

If you die at night, an alive good player becomes a Farmer.



### Banshee

If the Demon kills you, all players learn this, From now on, you may nominate twice per day and vote twice per nomination.



## Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



## Klutz

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



#### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



# Scarlet Woman



You both know which.





Each night\*, choose a player: they die. & you die instead. [+1 Outsider]







Damsel

Wake each Minion. Show the Damsel token.



Dawn

Wait a few seconds. Call for eyes open.

	<b>《</b>	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
00	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night.  On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire.  Remove it the following dusk.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
3	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.  If that player is a Minion, poison a neighboring Townsfolk.
	No Dashii	The No Dashii chooses a player. ◎
*	Farmer	If the Farmer died tonight:  Wake an alive good player.  Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep.  Replace their previous character token with a Farmer character token.
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token.  Publicly announce that the Banshee died.
9	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token.  Place the SEEN token next to the shown player.
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
Ť	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.
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token.   If they chose the Damsel, wake the Damsel, show the NO ABILITY info token, then a not-in-play Townsfolk token.  Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.