

Washerwoman

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Oracle

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



Gambler

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



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

You may only nominate once per game. When you do, if the nominee is not the Demon,



Moonchild

Slayer

Juggler

Farmer

Choirboy

[+ the King]

Virgin

Magician

On your 1st day,

If you die at night,

If the Demon kills the King,

Once per game, during the day,

publicly guess up to 5 players' characters.

an alive good player becomes a Farmer.

you learn which player is the Demon.

The 1st time you are nominated,

if the nominator is a Townsfolk,

they are executed immediately.

The Demon thinks you are a Minion.

Minions think you are a Demon.

That night, you learn how many you got correct.

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

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



Klutz

Golem

they die.

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



Snitch

Each Minion gets 3 bluffs.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Assassin

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



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.



Shabaloth

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



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



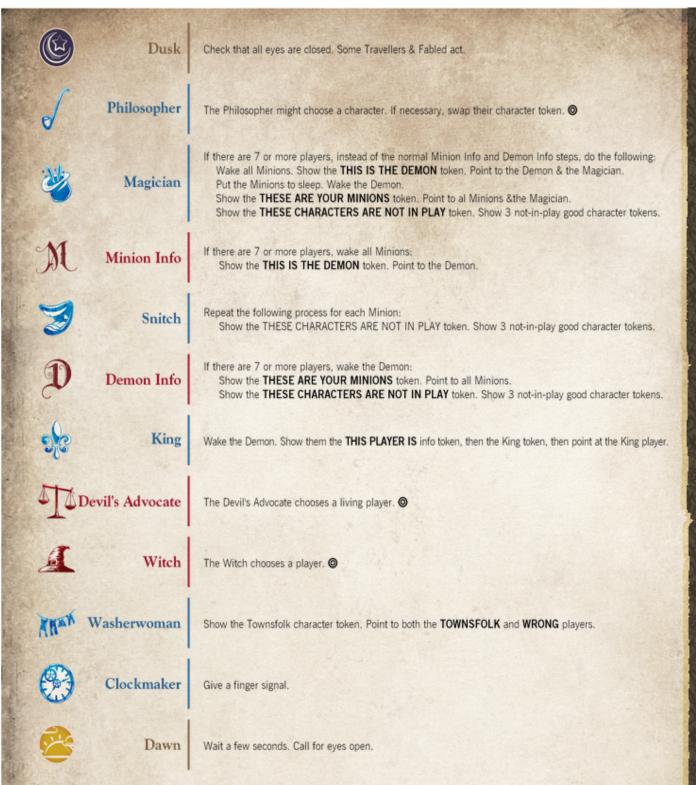
Vigormortis

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]



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⊚
6	Gambler	The Gambler chooses a player & a character.
T	Devil's Advocate	The Devil's Advocate chooses a living player. Output Devil's Advocate chooses a living player.
A	Witch	The Witch chooses a player. ◎
•	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players. □
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
	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. ⊚⊚
*	Assassin	The Assassin might choose a player. ⊚⊚
48	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
R	Oracle	Give a finger signal.
20	Juggler	Give a finger signal.
260	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
P	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.