



### 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.



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Innkeeper

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



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### 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.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Artist

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



### Slayer

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



### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### 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, even if dead.



### Klutz

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



### Mutant

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



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Poisoner

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



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### 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.



### Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### 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.



## Minion Info

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



## 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. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Washerwoman

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



## Fortune Teller

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



## Grandmother

Point to the grandchild player & show their character token.



## Clockmaker

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.