

### 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.



### 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.



# Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Farmer

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



# Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



#### Lunatic

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



# Klutz

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



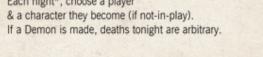
# Heretic 💮

Whoever wins, loses & whoever loses, wins, even if you are dead.



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play).





# Marionette 🤪

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



### Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



## 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.
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
*	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder:  Mark the chosen player with the FEAR reminder.   Declare that "The Fearmonger has chosen a player."
	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).
	Exorcist	The Exorcist chooses a player.   Put the Exorcist to sleep. If the Exorcist chose the Demon:  Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	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.
N/	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
<b>#</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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.
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.