

Clockmaker

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



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



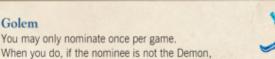
Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Seamstress

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





Sweetheart

they die.

When you die, 1 player is drunk from now on.



Klutz

Sage

Philosopher

Fisherman

Juggler

On your 1st day,

Amnesiac

Ravenkeeper

If you die at night,

you learn their character.

If the Demon kills you,

Once per game, at night,

to help your team win.

Once per game, during the day, visit the Storyteller for some advice

choose a good character: gain that ability. If this character is in play, they are drunk.

publicly guess up to 5 players' characters.

You do not know what your ability is.

Each day, privately guess what it is:

you learn how accurate you are.

you are woken to choose a player:

you learn that it is 1 of 2 players.

That night, you learn how many you got correct.

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters,



Witch

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Pit-Hag

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vortox

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu .
& you die instead. [+1 Outsider]



(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
葎	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
1	Witch	The Witch chooses a player. ⊚
8	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
V	Pukka	The Pukka chooses a player. ⊚
2	Clockmaker	Give a finger signal.
H	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
2	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down, Swap the Snake Charmer & Demon tokens, Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.
T	Witch	The Witch chooses a player. ⊚
§	Cerenovus	The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
	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 YOU ARE token & their new character token.
	Zombuul	If no one died today, the Zombuul chooses a player.
2	Pukka	The Pukka chooses a player.
	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.
9	Vortox	The Vortox chooses a player. ⊚
	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
%	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
į	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
×.	Flowergirl	Either nod or shake your head.
**	Town Crier	Either nod or shake your head.
8	Oracle	Give a finger signal.
of the	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
500	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.