

## 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.



Sweetheart

When you die,

1 player is drunk from now on.

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



Sage

Artist

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

Each day, you may make a public statement.

Tonight, if it was true, a player dies.

Each day, you may visit the Storyteller

to learn two things in private: 1 is true & 1 is false.

Once per game, at night,

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choose 2 players (not yourself):

Once per game, during the day,

you learn that it is 1 of 2 players.

If the Demon kills you,

you learn if they are the same alignment.

choose a good character: gain that ability.

If this character is in play, they are drunk.

privately ask the Storyteller any yes/no question.

Savant

Seamstress

Philosopher



# 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.



## 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.



#### Fearmonger

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



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



### Vortox

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]



## Vigormortis

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

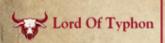


## Lord Of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

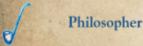


Dusk Check that all eyes are closed. Some Travellers & Fabled act.



Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep.

Then, do the Minion Info and Demon Info steps as normal.



The Philosopher might choose a character. If necessary, swap their character token.



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.



**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. @



**Evil Twin** 

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin &vice versa.



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



Fearmonger

The Fearmonger picks a player:

Mark the chosen player with the FEAR reminder. O Declare that "The Fearmonger has chosen a player."



Damsel

Wake each Minion. Show the Damsel token.



Clockmaker

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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.

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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	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.
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
<b>**</b>	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.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:  Mark the chosen player with the <b>FEAR</b> reminder.   Declare that "The Fearmonger has chosen 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.
W	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
1	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Q,	Gossip	If the Gossip is due to kill a player, they die. ◎
Ė	Barber	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
94	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
1	Damsel	TBD
*	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
凝。	Flowergirl	Either nod or shake your head.
4	Town Crier	Either nod or shake your head.
<b>₹</b>	Oracle	Give a finger signal.
4	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 & immediately say who died.