

Knight

You start knowing 2 players that are not the Demon.



Town Crier

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



Oracle

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Chambermaid

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



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.



Barber

Sage

Dreamer

Savant

Artist

Juggler

On your 1st day,

If the Demon kills you,

you learn that it is 1 of 2 players.

1 of which is correct.

Fortune Teller

Each night, choose 2 players: you learn if either is a Demon.

to learn two things in private:

Once per game, during the day,

1 is true & 1 is false.

Each night, choose a player (not yourself or Travellers):

There is a good player that registers as a Demon to you.

privately ask the Storyteller any yes/no question.

That night, you learn how many you got correct.

publicly guess up to 5 players' characters.

you learn 1 good and 1 evil character,

Each day, you may visit the Storyteller

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



Klutz

Sweetheart When you die,

1 player is drunk from now on.

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.



Summoner 7

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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,



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



Vigormortis

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



Vortox

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



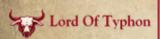
Lord Of Typhon

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.



Minion Info

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



Summoner

Place the NIGHT 1 reminder. @ Show the Summoner 3 not-in-play characters as bluffs.



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. @



Cerenovus

The Cerenovus chooses a player & a character. OPut the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token



Pukka

The Pukka chooses a player. @



Damsel

Wake each Minion. Show the Damsel token.



Empath

Give a finger signal.



Fortune Teller

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



Dreamer

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



Knight

Point to the two players marked KNOW. @@



Chambermaid

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



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

