

## 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.



#### Mathematician

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



### Dreamer

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



## Exorcist

Drunk

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



#### Barber

Savant

Seamstress

Philosopher Once per game, at night,

Fisherman

Juggler

On your 1st day,

Ravenkeeper

If you die at night,

you learn their character.

Each day, you may visit the Storyteller

you learn if they are the same alignment.

choose a good character: gain that ability.

If this character is in play, they are drunk.

publicly guess up to 5 players' characters.

That night, you learn how many you got correct.

Once per game, during the day,

to help your team win.

visit the Storyteller for some advice

you are woken to choose a player:

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

Once per game, at night, choose 2 players (not yourself):

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



# Mutant

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



## Moonchild

but you are not.

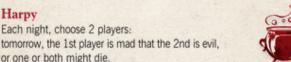
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

Each night, choose 2 players:

or one or both might die.

You do not know you are the Drunk.

You think you are a Townsfolk character,



# Pit-Hag

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



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## Witch

Harpy

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



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



# Pukka

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



Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



# Leviathan 📋 🌽 🐌

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.





	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
9	Kazali	The Kazali points at a player and a Minion on the character sheet.  Replace their old character token with the Minion token. Wake the player.  Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.  Repeat until the normal number of Minions exist.  Put the Kazali to sleep.
	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 <b>THIS IS THE DEMON</b> 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.
A	Witch	The Witch chooses a player. <b>⊚</b>
R	Harpy	The Harpy chooses a player ② & then another player. ② Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
V	Pukka	The Pukka chooses a player. ◎
<b>(2)</b>	Clockmaker	Give a finger signal.
<b>2</b>	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.
8	Dawn	Wait a few seconds. Call for eyes open.
<b>S</b>	Leviathan	Mark the Leviathan with the <b>DAY 1</b> reminder.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
1	Witch	The Witch chooses a player. <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.
P	Harpy	The Harpy chooses a player <b>③</b> & then another player. <b>③</b> Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	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.
湯	Legion	You may decide a player that dies. (Once per living Legion)
V	Pukka	The Pukka chooses a player.
9	Kazali	The Kazali chooses a player. ◎
	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.
O O	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
2	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
<b>E</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
***	Flowergirl	Either nod or shake your head.
*	Town Crier	Either nod or shake your head.
<b>R</b>	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
30	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
<b>S</b>	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder. ⊚