

## 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.



### Undertaker

Each night\*, you learn which character died by execution today.



# Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### 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.



#### Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



#### Seamstress

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



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



### Alchemist

You have a Minion ability.

When using this,
the Storyteller may prompt you to choose differently.



#### Farmer

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



## Sweetheart

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



# Klutz

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



### Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



## Mutant

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



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



# 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.



### Zombuul

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



# Vigormortis

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



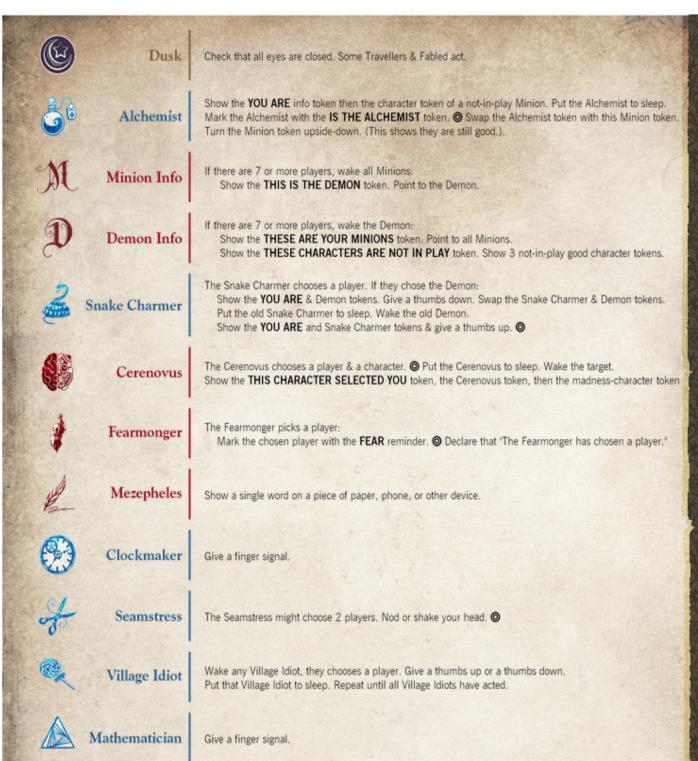
### Fang Gu

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



#### Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Dawn

Wait a few seconds. Call for eyes open.

