

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.



Dreamer

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.



Barber

Sage

Savant

Seamstress

Philosopher

Fisherman

Juggler

On your 1st day,

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.

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

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

Once per game, at night,

Once per game, during the day,

to help your team win.

If the Demon kills you,

you learn that it is 1 of 2 players.

visit the Storyteller for some advice

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.



Klutz

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



Witch

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



Pit-Hag

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



Goblin

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



Vizier

All players know who you are. You can not die during the day. . If good voted, you may choose to execute immediately.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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]



Legion

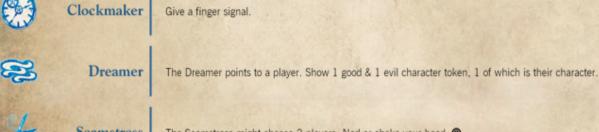
Each night*, a player might die.

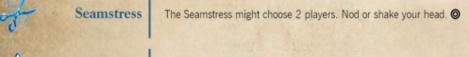
Executions fail if only evil voted.

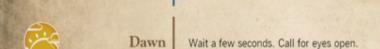
You register as a Minion too. [Most players are Legion]











Mathematician

Vizier Vizier	Declare that the Vizier is in play, and which player it is.
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Give a finger signal.

(2)	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. ■
1	Witch	The Witch chooses a player. ⊚
	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.
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
	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.
A.S.	No Dashii	The No Dashii chooses a player. ◎
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
* -(111)-	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber token 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. ◎
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
2	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.
1	Town Crier	Either nod or shake your head.
*	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
50	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.

Wait a few seconds. Call for eyes open & immediately say who died.

Dawn