

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.



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]

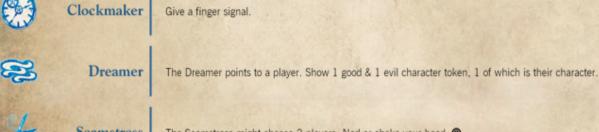


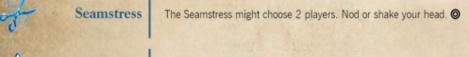
Legion

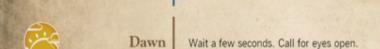
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]











Mathematician

Vizier Vizier	Declare that the Vizier is in play, and which player it is.
---------------	---

Give a finger signal.

	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.
	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.
*	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
e e e e e e e e e e e e e e e e e e e	No Dashii	The No Dashii chooses a player. ⊚
*	Legion	You may decide a player that dies. (Once per living Legion) ⊚
9.0	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎
÷ in the second	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.
İ	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.
1	Town Crier	Either nod or shake your head.
8	Oracle	Give a finger signal.
4	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
2	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
2		

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

- William

Dawn