

# Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### Town Crier

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



#### Oracle

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



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



# Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



### Mathematician

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



# Lycanthrope %

Each night\*, choose an alive player.

If good, they die & the Demon doesn't kill tonight.

One good player registers as evil.



### 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.



# Barber

Sage

Savant

Alsaahir P

good wins.

Seamstress

Philosopher

Fisherman

Once per game, at night,

Once per game, at night,

choose 2 players (not yourself):

Once per game, during the day,

to help your team win.

If the Demon kills you,

visit the Storyteller for some advice

you learn that it is 1 of 2 players.

you learn if they are the same alignment.

choose a good character: gain that ability.

If this character is in play, they are drunk.

Each day, you may visit the Storyteller

Once per day, if you publicly guess

which players are Minion(s) and which are Demon(s),

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

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.



# 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.



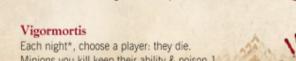
## Vizier 1

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]



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]



	A CONTRACTOR	
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
	Gambler	The Gambler chooses a player & a character.
A	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 <b>YOU ARE</b> token & their new character token.
*	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good:  Mark them with the <b>DEAD</b> reminder. <b>©</b> Demon doesn't kill tonight.
	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.
25	No Dashii	The No Dashii chooses a player. ◎
*	Legion	You may decide a player that dies. (Once per living Legion)
24	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
	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.
İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
1	Town Crier	Either nod or shake your head.
<b>*</b>	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.