

# Investigator

You start knowing that 1 of 2 players is a particular Minion.



# Clockmaker

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



# Flowergirl

Each night\*, you learn if a Demon voted today.



# Undertaker

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



# Gambler

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



### 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.



### Recluse

You might register as evil & as a Minion or Demon, even if dead.



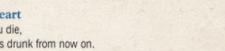
### Sweetheart

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

Each night, choose a player:

if they nominate tomorrow, they die.

If just 3 players live, you lose this ability.





You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



The Demon (even if drunk or poisoned) has a not-in-play good character's ability.



# Cerenovus

Witch

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



# No Dashii

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



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



### Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



# Vigormortis

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



# Dreamer

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



### 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.



# Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



# Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



# Sage

If the Demon kills you, you learn that it is 1 of 2 players.



# Plague Doctor \*\*

If you die, the Storyteller gains a Minion ability.



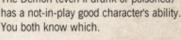
# Barber

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



# **Evil Twin**







	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
		oncon mar an open are stocked owner married at 1 and a date.
5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered:  Poisoners, Protectors, Killers, Information
ම	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.
	Boffin	Wake the Boffin and the Demon.  Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token.  Place this second character token by the Demon character token.
	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.
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.
稱	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
1	Witch	The Witch chooses a player. <b>⊚</b>
<b>6</b> 5	Cerenovus	The Cerenovus chooses a player & a character.   Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
0	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Clockmaker	Give a finger signal.
<b>E</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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.

(		Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	5	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
e	1	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
0	19	Gambler	The Gambler chooses a player & a character. ◎
<b>4</b>	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.   ■
. 4	I	Witch	The Witch chooses a player. <b>⊚</b>
		Cerenovus	The Cerenovus chooses a player & a character.   Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
ę		No Dashii	The No Dashii chooses a player.
ę	7	Vortox	The Vortox chooses a player. <b>⊚</b>
	*	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
C	6	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.
	P	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
1	*	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	İ	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	_	Undertaker	If a player was executed today, show their character token.
8	3	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
8	80	Flowergirl	Either nod or shake your head.
(	1	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
4		Mathematician	Give a finger signal.
ý		Dawn	Wait a few seconds, Call for eyes open & immediately say who died.