

# 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.



#### Mathematician

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



### Dreamer

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



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



#### 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.



#### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



### Juggler

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



## Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



# 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

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.



# 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.



#### Evil Twin

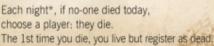
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



### 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]



## Legion

Each night\*, a player might die.

Executions fail if only evil voted.

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



(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. ◎
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.
孫	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
A	Witch	The Witch chooses a player. <b>⊚</b>
8	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.
<b>2</b>	Clockmaker	Give a finger signal.
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
#	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.

