

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.



Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their



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.



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.



Moonchild

Sweetheart

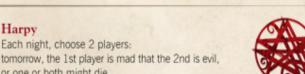
When you die,

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

1 player is drunk from now on.

Each night, choose 2 players:

or one or both might die.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies,



Fearmonger

Harpy

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



first night

Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes



Leviathan 🚨 🦄

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.







1 is true & 1 is false.

Savant

Alsaahir Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Each day, you may visit the Storyteller

to learn two things in private:



Philosopher

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Farmer

If you die at night, an alive good player becomes a Farmer.





	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
(2)	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON 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.
M	Harpy	The Harpy chooses a player ③ & then another player. ③ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
1	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. © Declare that "The Fearmonger has chosen a player."
V	Pukka	The Pukka chooses a player. ⊚
S	Leviathan	Mark the Leviathan with the DAY 1 reminder.
	Clockmaker	Give a finger signal.
	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.
at the	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
Z	Monk	The Monk chooses a player.
PE	Harpy	The Harpy chooses a player ③ & then another player. ⑤ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
1	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. Declare that "The Fearmonger has chosen a player."
V	Pukka	The Pukka chooses a player.
	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. ■
1	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
S	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.
Š	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.
©	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	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.
	Undertaker	If a player was executed today, show their character token.
of the	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
3	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.

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

Dawn