

# 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.



# Undertaker

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



## Acrobat

Each night\*, choose a player: if they are drunk or poisoned, you die.



# Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



#### 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.



# Choirboy

If the Demon kills the King, you learn which player is the Demon.





#### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



# Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



#### Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



# Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), 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.



# Wizard

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



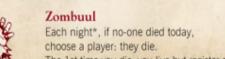
## Widow N

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



### 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]

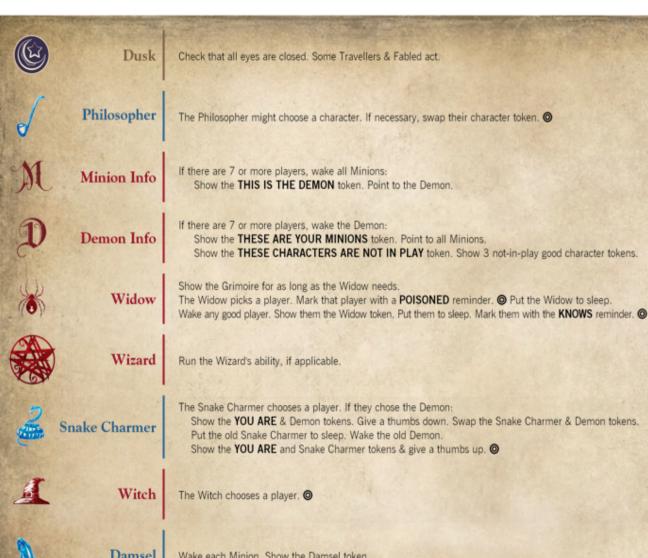


The 1st time you die, you live but register as dead.



# Legion

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



Damsel

Wake each Minion. Show the Damsel token.



Clockmaker

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. @



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.   |
|            | Wizard        | Run the Wizard's ability, if applicable.  |
| A Sept     | Acrobat       | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder.  |
| 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. <b>⊚</b>  |
|            | 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.   |
| *          | Legion        | You may decide a player that dies. (Once per living Legion) ◎   |
| A. Carrier | Zombuul       | If no one died today, the Zombuul chooses a player. ◎   |
|            | Fang Gu       | The Fang Gu chooses a player. (a) 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. (a)                                      |
| e e        | No Dashii     | The No Dashii chooses a player. ◎   |
| والمي      | Choirboy      | If the Demon killed the King, wake the Choirboy. Point to the Demon player.   |
| N.         | Damsel        | TBD   |
|            | Undertaker    | If a player was executed today, show their character token.   |
| *          | Flowergirl    | Either nod or shake your head.  |
|            | Town Crier    | Either nod or shake your head.  |
| <b>*</b>   | Oracle        | Give a finger signal.   |
| #          | Seamstress    | The Seamstress might choose 2 players. Nod or shake your head. ◎  |
| 500        | Juggler       | Give a finger signal.   |
| (F)        | Dawn          | Wait a few seconds. Call for eyes open & immediately say who died.  |