

## 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.



## 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.



Sweetheart

When you die,

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



Sage

Savant

Seamstress

Philosopher

Artist

Juggler

On your 1st day,

Each day, you may visit the Storyteller

you learn if they are the same alignment.

choose a good character: gain that ability.

If this character is in play, they are drunk.

publicly guess up to 5 players' characters.

privately ask the Storyteller any yes/no question.

That night, you learn how many you got correct.

Once per game, during the day,

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

Once per game, at night, choose 2 players (not yourself):

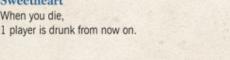
Once per game, at night,

Saint If you die by execution,

your team loses.

If the Demon kills you,

you learn that it is 1 of 2 players.





## 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.



# 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.



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



## No Dashii

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



Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Zombuul

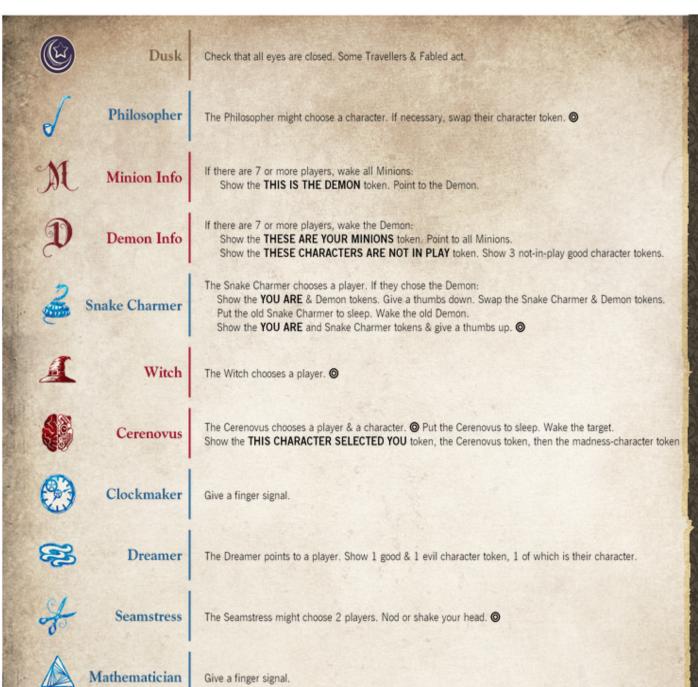
Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



## Vortox

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





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.
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.
A	Witch	The Witch chooses a player.
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></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.
Ψ	Imp	The Imp chooses a player.  If the Imp chose themselves:  Replace 1 alive Minion token with a spare Imp token.  Put the old Imp to sleep. Wake the new Imp.  Show the YOU ARE token, then show the Imp token.
	Zombuul	If no one died today, the Zombuul chooses a player.
e e	No Dashii	The No Dashii chooses a player. ◎
9	Vortox	The Vortox chooses a player. <b>⊚</b>
* CITIES	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens if the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
1	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now.   Output
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
E.	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
æ,	Flowergirl	Either nod or shake your head.
1	Town Crier	Either nod or shake your head.
<b>R</b>	Oracle	Give a finger signal.
of	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
or or	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.