



### Pixie

You start knowing 1 in-play Townsfolk.  
If you were mad that you were this character,  
you gain their ability when they die.



### Town Crier

Each night\*, you learn  
if a Minion nominated today.



### Oracle

Each night\*, you learn  
how many dead players are evil.



### Empath

Each night, you learn how many  
of your 2 alive neighbours are evil.



### Chambermaid

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



### 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.



### Dreamer

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



### Fortune Teller

Each night, choose 2 players:  
you learn if either is a Demon.  
There is a good player that registers as a Demon to you.



### Savant

Each day, you may visit the Storyteller  
to learn two things in private:  
1 is true & 1 is false.



### Artist

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



### Juggler

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



### Sage

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



### 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.



### Damsel

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



### 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.



### Fearmonger

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



### 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.



### Vortex

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



### Imp

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



### Vigormortis

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





## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## 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.



## 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. ☺



## Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.



## 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



## Fearmonger

The Fearmonger picks a player:  
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



## Pixie

Show the Townsfolk character token marked **MAD**.



## Damsel

Wake each Minion. Show the Damsel token.



## Empath

Give a finger signal.



## Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## 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 &amp; Fabled act.



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



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. ☹



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



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 **YOU ARE** token & their new character token.



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."



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.



No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



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.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Damsel

TBD



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Juggler

Give a finger signal.



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 & immediately say who died.