

**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.

**Dreamer**

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

**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.

**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.

**Saint**

If you die by execution, your team loses.

**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.

**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

**Farmonger**

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

**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.

**Pukka**

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

**Vigormortis**

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

**Vortox**

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

**Fang Gu**

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	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."
	Pukka	The Pukka chooses a player. ⚡
	Clockmaker	Give a finger signal.
	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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	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."
	Pukka	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	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. ⚡
	Vortox	The Vortox 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.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Flowergirl	Either nod or shake your head.
	Town Crier	Either nod or shake your head.
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	Juggler	Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.