## TOWNSFOLK

**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.

## OUTSIDERS

**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.

**Mutant**
If you are "mad" about being an Outsider, you might be executed.

## MINIONS

**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.

**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.

## DEMONS

**No Dashii**
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

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

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

*Not the first night

# FIRST NIGHT

| | |
|---|---|
| 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:<br>Show the **THIS IS THE DEMON** token. Point to the Demon. |
| Demon Info | If there are 7 or more players, wake the Demon:<br>Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>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:<br>Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| Evil Twin | Wake both twins. Allow eye contact.<br>Show the good twin's character token to the Evil Twin &vice versa. |
| Witch | The Witch chooses a player. ◎ |
| Cerenovus | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.<br>Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token |
| 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. |

# OTHER NIGHTS

| | |
|---|---|
| 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:<br>Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>Put the old Snake Charmer to sleep. Wake the old Demon.<br>Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| Witch | The Witch chooses a player. ◎ |
| Cerenovus | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.<br>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:<br>Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token. |
| Fang Gu | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎ |
| No Dashii | The No Dashii chooses a player. ◎ |
| 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<br>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. fI 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. |