

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.



**Empath**

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



**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.



**Vortex**

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