

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Pixie**

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

**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.

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**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.

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Savant**

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

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Sage**

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

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**Sweetheart**

When you die, 1 player is drunk from now on.

**Damsel**

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

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Summoner**

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**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.

**Kazali**

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

**Vortox**

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

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & is the Demon. Each night\*, a player might die. [+1 Minion]

**Fang Gu**

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

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions.</p> <p>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Summoner</b>	<p>Place the <b>NIGHT 1</b> reminder. ☺</p> <p>Show the Summoner 3 not-in-play characters as bluffs.</p>
	<b>Demon Info</b>	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Lil' Monsta</b>	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, &amp; show them the <b>IS THE DEMON</b> token.</p> <p>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺</p>
	<b>Evil Twin</b>	<p>Wake both twins. Allow eye contact.</p> <p>Show the good twin's character token to the Evil Twin &amp; vice versa.</p>
	<b>Witch</b>	The Witch chooses a player. ☺
	<b>Harpy</b>	<p>The Harpy chooses a player ☺ &amp; then another player. ☺ Put the Harpy to sleep. Wake the first target.</p> <p>Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.</p>
	<b>Pixie</b>	Show the Townsfolk character token marked <b>MAD</b> .
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Clockmaker</b>	Give a finger signal.
	<b>Ogre</b>	<p>The Ogre points to a player:</p> <p>If the player is evil, flip the Ogre's token upside down.</p>
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☺
	<b>Gambler</b>	The Gambler chooses a player & a character. ☺
	<b>Witch</b>	The Witch chooses a player. ☺
	<b>Harpy</b>	The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ☺ On night three, place the <b>NIGHT 3</b> reminder ☺ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☺
	<b>Vortox</b>	The Vortox chooses a player. ☺
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺ Place the <b>DEAD</b> token beside any living player. ☺
	<b>Kazali</b>	The Kazali chooses a player. ☺
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☺
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Damsel</b>	TBD
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Oracle</b>	Give a finger signal.
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.