

## Clockmaker

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



#### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



## Oracle

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



### Undertaker

Each night\*, you learn which character died by execution today.



## Empath

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



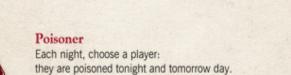
### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



# Recluse

You might register as evil & as a Minion or Demon, even if dead.





## Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Each night, choose a player & a good character: they are "mad" they are this character tomorrow,

# Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



There are extra Outsiders in play. [+2 Outsiders]



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Imp

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



## 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.



Once per game, during the day, publicly choose a player: if they are the Demon, they die.



## Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



# Sage

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



### Saint

If you die by execution, your team loses.



### Mutant

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



## Cerenovus

or might be executed.





### Vortox

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



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
D	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.
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
8	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
	Pixie	Show the Townsfolk character token marked MAD.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
<b>(4)</b>	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Clockmaker	Give a finger signal.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
**	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
\$	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.
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
<b>8</b>	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
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
Ψ	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.
e s	No Dashii	The No Dashii chooses a player.
9	Vortox	The Vortox chooses a player. <b>⊚</b>
À	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
**	Flowergirl	Either nod or shake your head.
R	Oracle	Give a finger signal.
43	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Give a finger signal.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.