



### 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.)



### 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.



### 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.



### 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.



### Slayer

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.



### 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.



### Saint

If you die by execution, your team loses.



### Mutant

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



### Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



### Spy

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



### Cerenovus

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



### Scarlet Woman

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



### Baron

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.



### Vortex

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.



## 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.



## Poisoner

The Poisoner chooses a player. ☹



## 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.



## 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.



## Spy

Show the Grimoire to the Spy for as long as they need.



## 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.

**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. ☹

**Poisoner**

The Poisoner chooses a player. ☹

**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.

**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.

**No Dashii**

The No Dashii chooses a player. ☹

**Vortex**

The Vortex chooses a player. ☹

**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 **RED HERRING**).

**Undertaker**

If a player was executed today, show their character token.

**Flowergirl**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Mathematician**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.