

**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.

**Village Idiot**

Each night, choose a player: you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**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.

**Savant**

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

**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.

**Cannibal**

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

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Sweetheart**

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

**Hatter**

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Mutant**

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

**Witch**

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

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

**Scarlet Woman**

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

**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.

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Vigormortis**

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

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Poppy Grower | Wake the Demon. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps. |
| | 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. |
| | Witch | The Witch chooses a player. Ⓛ |
| | Fearmonger | The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. Ⓛ Declare that "The Fearmonger has chosen a player." |
| | Pukka | The Pukka chooses a player. Ⓛ |
| | Pixie | Show the Townsfolk character token marked MAD . |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Clockmaker | Give a finger signal. |
| | Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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| | 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. ☺ |
| | Poppy Grower | If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to sleep. |
| | Witch | The Witch chooses a player. ☺ |
| | Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ☺ Declare that 'The Fearmonger has chosen a player.' |
| | 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. |
| | Pukka | The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺ |
| | Vortox | The Vortox chooses a player. ☺ |
| | Vigormortis | The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺ |
| | Hatter | If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose. |
| | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺ |
| | Banshee | If the demon killed the Banshee tonight, place the HAS ABILITY token. ☺ Publicly announce that the Banshee died. |
| | Farmer | If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token. |
| | Moonchild | If the Moonchild is due to kill a good player, they die. ☺ |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Flowergirl | Either nod or shake your head. |
| | Juggler | Give a finger signal. |
| | Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| | Mathematician | Give a finger signal. |
| | Dawn | Wait a few seconds. Call for eyes open & immediately say who died. |