






















TOWNSFOLK

	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Dreamer	Each night, choose a player (not yourself or Travellers); you learn 1 good and 1 evil character, 1 of which is correct.
	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.
	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.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Seamstress	Once per game, at night, choose 2 players (not yourself); you learn if they are the same alignment.
	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

	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Sweetheart	When you die, 1 player is drunk from now on.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS

	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.
	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.

DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
	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.

	Dusk
	Philosopher
	Minion info
	Demon info
	Snake Charmer
	Evil Twin
	Witch
	Cerenovus
	Clockmaker
	Dreamer
	Seamstress
	Mathematician
	Dawn

FIRST NIGHT



	Dusk
	Philosopher
	Snake Charmer
	Witch
	Cerenovus
	Pit-Hag
	Fang Gu
	No Dashii
	Vortex
	Vigormortis
	Barber
	Sweetheart
	Sage
	Dreamer
	Flowergirl
	Town Crier
	Oracle
	Seamstress
	Juggler
	Mathematician
	Dawn

OTHER NIGHTS

