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|--|----------------------|---|
|  | Artist | Once per game, during the day, privately ask the Storyteller any yes/no question. |
|  | 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 & 1 evil character, 1 of which is correct. |
|  | Flowergirl | Each night*, you learn if a Demon voted today. |
|  | Juggler | On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct. |
|  | Mathematician | Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability. |
|  | Oracle | Each night*, you learn how many dead players are evil. |
|  | Philosopher | Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. |
|  | Sage | If the Demon kills you, you learn that it is 1 of 2 players. |
|  | 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. |
|  | Snake Charmer | Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned. |
|  | Town Crier | Each night*, you learn if a Minion nominated today. |





OUTSIDERS

| | | |
|---|-------------------|--|
|  | 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. |
|  | Mutant | If you are "mad" about being an Outsider, you might be executed. |
|  | Sweetheart | When you die, 1 player is drunk from now on. |

MINIONS

| | | |
|---|------------------|--|
|  | Cerenovus | Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed. |
|  | 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. |
|  | Pit-Hag | Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. |
|  | Witch | Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability. |

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] |
|  | No Dashii | Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned. |
|  | Vigormortis | Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider] |
|  | 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



01234567890 . , ' " : ...



JINXES

None available



STHGINR EHTO

RECOMMENDED



TRAVELLERS



Barista



Bishop



Gangster

FABLED



Buddhist



Djinn



Duchess

Dawn



Mathematician



Jugler



Seamstress



Oracle



Town Crier



Flowergirl



Dreamer



Sage



Sweetheart



Barber



Vigormortis



Vortex



No Dashi



Fang Gu



Pit-Hag



Cerenovus



Witch



Snake Charmer



Philosopher



Dusk

