

Pit-Hag & Vortex go on a Holiday 1.2

TOWNSFOLK



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



King Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Dreamer Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



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.



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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.



Soldier You are safe from the Demon.



Pacifist Executed good players might not die.



Choirboy If the Demon kills the King, you learn which player is the Demon. [+the King]

OUTSIDERS



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



Klutz When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Barber If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Puzzlemaster 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS



Devil's Advocate Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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.



Boomdandy If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

DEMONS



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



No Dashii Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Fang Gu Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Leech Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.



Philosopher



Minion info



Demon info



King



Lleech



Devil's Advocate



Witch



Cerenovus



Pukka



Clockmaker



Dreamer



King



Mathematician



Dawn

First Night

Pit-Hag & Vortex go on...

Pit-Hag & Vortex go on...

Other Nights

Dawn



Mathematician



King



Jugler



Town Crier



Flowergirl



Dreamer



Choirboy



Barber



Lleech



No Dash!!



Fang Gu



Pukka



Cerenovus



Witch



Devil's Advocate



Philosopher



Dusk

