


















◀ Townsfolk ▶







Clockmaker		You start knowing how many steps from the Demon to nearest Minion.
Dreamer		Each night, choose a player (not yourself): you learn 1 good character 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 the 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 you 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: become them. If you duplicate an in-play character, 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 player's 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 ▶

Barber		If you die, tonight the Demon may choose 2 players 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		If you die, 1 player is drunk from now on.

◀ Minions ▶

Cerenovus		Each night, choose a player & a good character: they are mad about being 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 chosen becomes an evil Fang Gu & you die instead. [+1 Outsider]
No Dashii		Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.
Vigormortis		Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
Vortex		Each night*, choose a player; they die. Good abilities yield false information. Each day, if no-one was executed, evil wins.

* Not the first night.

Vibrant spring gives way to a warm an inviting summer. Flowers of every description blossom as far as the eye can see, tenderly nurtured in public gardens and window boxes overlooking the lavish promenade. Birds sing, artists paint, and philosophers ponder life's greatest mysteries inside a bustling tavern as a circus pitches its endearingly ragged tent on the edge of town.

As the townsfolk bask in frivolity and mischief, indulging themselves in fine entertainment and even finer wine, dark and clandestine forces are assembling. Witches and cults lurk in majestic ruins on the fringes of the community, hosting secret meetings in underground caves and malevolently plotting the downfall of Ravenswood Bluff and its resident revellers.

The time is ripe for ...



Residents

	<i>Players, Townsfolk, Outsiders, Minions, Demons</i>										
	5	6	7	8	9	10	11	12	13	14	15+
Total Players	5	6	7	8	9	10	11	12	13	14	15+
Townsfolk	3	3	5	5	5	7	7	7	9	9	9
Outsiders	0	1	0	1	2	0	1	2	0	1	2
Minions	1	1	1	1	1	2	2	2	3	3	3
Demons	1	1	1	1	1	1	1	1	1	1	1


☞ Confirm all players have eyes closed. Wait approximately 10 seconds.


(M) Minion info ? If this game has 7 or more players:

- ☞ If more than one Minion, they all make eye contact with each other.
- Show the “This is the Demon” card. Point to the Demon. ☞


(D) Demon info ? If this game has 7 or more players:

- ☞ Show the “These are your minions” card. Point to each Minion.
- Show the “These characters are not in play” card. Show 3 character tokens of Good characters that are not in play. ☞


 **Philosopher** ☞ The Philosopher either shows a “no” head signal, or points to a good character on their sheet. ☞
If they chose a character: Swap the out-of-play character token with the Philosopher token.
Or, if the character is in play, that player is drunk 🟡 and the Philosopher is now that character 🟡.


 **Snake Charmer** ☞ The Snake Charmer points to a player. ☞ If that player is the Demon:

- Swap the Snake Charmer and Demon character tokens.
- ☞ Wake the new Demon. Show the “You are” card, then the thumb-down “evil” sign. Show the “You are” card, then the Demon token. ☞
- The new Snake Charmer is poisoned 🟡. ☞ Wake the new Snake Charmer. Show the “You are” card, then the thumb-up “good” sign. Show the “You are” card, then the Snake Charmer token. ☞


 **Evil Twin** 🟡


- ☞ Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. ☞


 **Witch** ☞ The Witch points to a player. ☞ That player is cursed for the next day. 🟡


 **Cerenovus** ☞ The Cerenovus points to a player, then to a character on their sheet. ☞
That player 🟡 should “be mad about” being that character. 🟡

- ☞ Wake that player. Show the “This character selected you” card, then the Cerenovus token. Show the “mad about being” marker, then that character token. ☞


 **Clockmaker** ☞ Show the hand signal for the number (0, 1, 2, etc.) of places from Demon to closest Minion. ☞


 **Dreamer** ☞ The Dreamer points to a player. Show two character tokens, one of which is that player’s character, the other of which is of opposite alignment to that character. ☞


 **Seamstress** ☞ The Seamstress either shows a “no” head signal, or points to two other players.
If the Seamstress chose two players 🟡, nod “yes” or shake “no” for whether they are of same alignment. ☞

 **Flowergirl** Place the “Demon did not vote” marker. 🟡

 **Town Crier** Place the “Minions did not nominate” marker. 🟡

 **Mathematician** ☞ Show the hand signal for the number (0, 1, 2, etc.) of “Ability Malfunctioned” markers. ☞

 **Dawn** Wait approximately 10 seconds.
Call for eyes open; immediately announce players who died.

 Turn this night sheet over, to show the Other Nights sequence.

Other Nights



Dusk

If the Vortex is active and no-one was executed today, evil wins immediately. If not:

- ☹ Confirm all players have eyes closed. Wait approximately 10 seconds.
- Each Traveller with a night ability 🧐 acts. ☹



Philosopher

? If the Philosopher has not yet used their ability:

- 🧐 The Philosopher either shows a “no” head signal, or points to a good character on their sheet. ☹
- If they chose a character: Swap the out-of-play character token with the Philosopher token. Or, if the character is in play, that player is drunk 🍷 and the Philosopher is now that character 🍷.



Snake Charmer

- 🧐 The Snake Charmer points to a player. ☹ If that player is the Demon:
- Swap the Snake Charmer and Demon character tokens. 🧐 Wake the new Demon. Show the “You are” card, then the thumb-down “evil” sign. Show the “You are” card, then the Demon token. ☹
- The new Snake Charmer is poisoned 🍷. 🧐 Wake the new Snake Charmer. Show the “You are” card, then the thumb-up “good” sign. Show the “You are” card, then the Snake Charmer token. ☹



Witch

- 🧐 The Witch points to a player. ☹ That player is cursed for the next day. 🍷



Cerenovus

- 🧐 The Cerenovus points to a player, then to a character on their sheet. ☹ That player 🍷 should “be mad about” being that character. 🍷. 🧐 Wake that player. Show the “This character selected you” card, then the Cerenovus token. Show the “mad about being” marker, then that character token. ☹



Pit-Hag

- 🧐 The Pit-Hag points to a player, and a character on their sheet. ☹ If the character is not in play:
- Replace that player’s character token with the chosen character token. 🍷
- 🧐 Wake that player. Show the “You are” card, then the new character token. Show the “You are” card, then the hand sign (thumb-up “good”, thumb-down “evil”) for the player’s current alignment. ☹



Fang Gu

- 🧐 The Fang Gu points to a player. ☹ That player dies 🍷. Or, if that player was an Outsider:
- The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. 🍷
- 🧐 Wake the new Fang Gu. Show the “You are” card, then the Fang Gu token. Show the “You are” card, then the thumb-down “evil” hand sign. ☹



Vigormortis

- 🧐 The Vigormortis points to a player. ☹ That player dies. 🍷 If a Minion, they keep their ability 🍷 and one of their Townsfolk neighbours is poisoned 🍷.



No Dashii

- 🧐 The No Dashii points to a player. ☹ That player dies. 🍷



Vortex

- 🧐 The Vortex points to a player. ☹ That player dies. 🍷



Barber

? If the Barber died today 🍷:

- 🧐 Wake the Demon. Show the “This character selected you” card, then Barber token.
- The Demon either shows a “no” head signal, or points to 2 players. ☹ If they chose players:
 - Swap the character tokens. 🧐 Wake each player. Show “You are”, then their character token. ☹



Sage

? If the Sage was killed by a Demon:

- 🧐 Point to two players, one of which is that Demon. ☹



Dreamer

- 🧐 The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. ☹



Flowergirl

- 🧐 Show the head signal (nod “yes”, shake “no”) for whether the Demon voted today. ☹ Place the “Demon did not vote” marker (remove “Demon voted”, if any). 🍷



Town Crier

- 🧐 Show the head signal (nod “yes”, shake “no”) for whether any Minion nominated today. ☹ Place the “Minions did not nominate” marker (remove “Minion nominated”, if any). 🍷



Oracle

- 🧐 Show the hand signal for the number (0, 1, 2, etc.) of dead evil players. ☹



Seamstress

? If the Seamstress has not yet used their ability:

- 🧐 The Seamstress either shows a “no” head signal, or points to two other players.
- If the Seamstress chose players 🍷, nod “yes” or shake “no” for whether they are of same alignment.
- ☹



Juggler

- 🧐 Show the hand signal for the number (0, 1, 2, etc.) of “Correct” markers. ☹ Remove markers. 🍷



Mathematician

- 🧐 Show the hand signal for the number (0, 1, 2, etc.) of “Ability Malfunctioned”. ☹ Remove markers. 🍷



Dawn

Wait approximately 10 seconds.

Call for eyes open; immediately announce which players died, and which players are newly alive.