

**Clockmaker**

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

**Flowergirl**

Each night*, you learn if a Demon voted today.

**Oracle**

Each night*, you learn how many dead players are evil.

**Gambler**

Each night*, choose a player & guess their character: if you guess wrong, you die.

**Mathematician**

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**Savant**

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

**Alsaahir**

Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**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.

**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.

**Banshee**

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

**Tinker**

You might die at any time.

**Klutz**

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

**Sweetheart**

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

**Damsel**

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

**Boffin**

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbours 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]

**Vigormortis**

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

**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☺
	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.
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token. ☺
	Damsel	Wake each Minion. Show the Damsel token.
	Clockmaker	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☺
	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to sleep. Mark the Engineer with the NO ABILITY reminder token. ⚡
	Gambler	The Gambler chooses a player & a character. ⚡
	Fang Gu	The Fang Gu chooses a player. ⚡ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ⚡
	No Dashii	The No Dashii chooses a player. ⚡
	Vigormortis	The Vigormortis chooses a player. ⚡ If that player is a Minion, poison a neighboring Townsfolk. ⚡
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚡
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ⚡ Publicly announce that the Banshee died.
	Damsel	TBD
	Tinker	The Tinker might die. ⚡
	Flowergirl	Either nod or shake your head.
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	Juggler	Give a finger signal.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.