Chef
You start knowing how many pairs of evil players there are.

Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

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

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Savant
Each day, you may visit the Storyteller to learn two 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.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Tinker
You might die at any time.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

*Not the first night

☽	**Dusk**	Check that all eyes are closed. Some Travellers & Fabled act.
🎻	**Philosopher**	The Philosopher might choose a character. If necessary, swap their character token. ◎
M	**Minion Info**	If there are 7 or more players, wake all Minions: 　Show the **THIS IS THE DEMON** token. Point to the Demon.
D	**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.
🎩	**Witch**	The Witch chooses a player. ◎
ひ	**Pukka**	The Pukka chooses a player. ◎
📘	**Librarian**	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
👨‍🍳	**Chef**	Give a finger signal.
👁	**Fortune Teller**	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
🪂	**Butler**	The Butler chooses a player. ◎
〰	**Dreamer**	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
✂	**Seamstress**	The Seamstress might choose 2 players. Nod or shake your head. ◎
🥄	**Chambermaid**	The Chambermaid chooses 2 living players. Give a finger signal.
🌅	**Dawn**	Wait a few seconds. Call for eyes open.