Knight
You start knowing 2 players
that are not the Demon.

Noble
You start knowing 3 players,
1 and only 1 of which is evil.

Shugenja
You start knowing if your closest evil player
is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.

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

High Priestess
Each night, learn which player
the Storyteller believes you should talk to most.

Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

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.

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

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.

Philosopher
Once per game, at night,
choose a good character: gain that ability.
If this character is in play, they are drunk.

Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

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

Saint
If you die by execution,
your team loses.

Hatter
If you died today or tonight,
the Minion & Demon players
may choose new Minion & Demon characters to be.

Zealot
If 5 or more players are alive,
you must vote for every nomination.

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

Cerenovus
Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.

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

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

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

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

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

Lleech
Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.

*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. ◎
	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. ◎
	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Knight	Point to the two players marked **KNOW**. ◎◎
	Noble	Point to al three players marked **KNOW**.
	Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open.