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

## Flowergirl
Each night*, you learn if a 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.

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

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

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

## 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.

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

## Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

## Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

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

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

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

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

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

## 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.

## Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

## 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.

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

## 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.

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

*Not the first night

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|---|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Amnesiac** | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information |
| **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. |
| **Evil Twin** | Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa. |
| **Witch** | The Witch chooses a 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 |
| **Pukka** | The Pukka chooses a player. ◎ |
| **Clockmaker** | Give a finger signal. |
| **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. ◎ |
| **Mathematician** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open. |

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| **Philosopher** | The Philosopher might choose a character. If necessary, swap their character token. ◎ |
| **Witch** | The Witch chooses a player. ◎ |
| **Cerenovus** | The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.<br>Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token |
| **Pit-Hag** | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>    Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token. |
| **Exorcist** | The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>    Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist. |
| **Imp** | The Imp chooses a player. ◎ If the Imp chose themselves:<br>    Replace 1 alive Minion token with a spare Imp token.<br>    Put the old Imp to sleep. Wake the new Imp.<br>    Show the **YOU ARE** token, then show the Imp token. |
| **Pukka** | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎ |
| **Vortox** | The Vortox chooses a player. ◎ |
| **Vigormortis** | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎ |
| **Barber** | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens<br>If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token. |
| **Sweetheart** | If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎ |
| **Moonchild** | If the Moonchild is due to kill a good player, they die. ◎ |
| **Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| **Dreamer** | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| **Flowergirl** | Either nod or shake your head. |
| **Town Crier** | 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. |
| **Mathematician** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |