



### Shugenja

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



### Bounty Hunter

You start knowing 1 evil player.  
If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



### Innkeeper

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



### Sailor

Each night, choose an alive player:  
either you or they are drunk until dusk.  
You can't die.



### Balloonist

Each night, you learn a player  
of a different character type than last night.  
**[+0 or +1 Outsider]**



### Preacher

Each night, choose a player:  
a Minion, if chosen, learns this.  
All chosen Minions have no ability.



### Village Idiot

Each night, choose a player:  
you learn their alignment.  
**[+0 to +2 Village Idiots. 1 of the extras is drunk]**



### Gossip

Each day, you may make a public statement.  
Tonight, if it was true, a player dies.



### Cannibal

You have the ability of the recently killed executee.  
If they are evil, you are poisoned  
until a good player dies by execution.



### Ravenkeeper

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



### Choirboy

If the Demon kills the King,  
you learn which player is the Demon.  
**[+ the King]**



### Banshee

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



### Tea Lady

If both your alive neighbors are good,  
they can't die.



### Butler

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



### Golem

You may only nominate once per game.  
When you do, if the nominee is not the Demon,  
they die.



### Goon

Each night, the 1st player to choose you  
with their ability is drunk until dusk.  
You become their alignment.



### Politician

If you were the player most responsible for your team losing,  
you change alignment & win,  
even if dead.



### Psychopath

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



### Goblin

If you publicly claim to be the Goblin  
when nominated & are executed that day,  
your team wins.



### Widow

On your 1st night, look at the Grimoire  
& choose a player: they are poisoned.  
1 good player knows a Widow is in play.



### Baron

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



### Ojo

Each night\*, choose a character: they die.  
If they are not in play,  
the Storyteller chooses who dies.





## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## 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.



## Sailor

The Sailor chooses a living player. ☉



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☉ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☉



## Butler

The Butler chooses a player. ☉



## Balloonist

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☉



## 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.



## Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



## Bounty Hunter

Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☉



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Sailor**

The Sailor chooses a living player. ☹

**Preacher**

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☹  
If the role is out of play, the Storyteller chooses any number of players that die. ☹

**Gossip**

If the Gossip is due to kill a player, they die. ☹

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹  
Publicly announce that the Banshee died.

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token.  
Place the SEEN token next to the shown player. ☹

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.  
Move the **SEEN** token to the shown player. ☹

**Butler**

The Butler chooses a player. ☹

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.