



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]



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.



Minstrel

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



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.



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Goon

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



Golem

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



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]



Yaggababble

You start knowing a secret phrase.
For each time you said it publicly today,
a player might die.



Dusk

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



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



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. ☺



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. ☹



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



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. ☺



Innkeeper

The Innkeeper chooses 2 players. ☺☺☺



Yaggababble

For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ☺



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.