

**Steward**

You start knowing  
1 good player.

**Washerwoman**

You start knowing that 1 of 2 players  
is a particular Townsfolk.

**Shugenja**

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

**Town Crier**

Each night\*, you learn  
if a Minion nominated today.

**Undertaker**

Each night\*, you learn which character  
died by execution today.

**Balloonist**

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

**Dreamer**

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

**Gossip**

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

**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.

**Soldier**

You are safe  
from the Demon.

**Ravenkeeper**

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

**Ogre**

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

**Sweetheart**

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

**Saint**

If you die by execution,  
your team loses.

**Mutant**

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

**Spy**

Each night, you see the Grimoire.  
You might register as good  
& as a Townsfolk or Outsider, 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.

**Baron**

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

**Boffin**

The Demon (even if drunk or poisoned)  
has a not-in-play good character's ability.  
You both know which.

**Yaggababble**

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

**Imp**

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

**Zombuul**

Each night\*, if no-one died today,  
choose a player: they die.  
The 1st time you die, you live but register as dead.





Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.  
Place this second character token by the Demon character token.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☺



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.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



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. ☺



Steward

Point to the player marked **KNOW**. ☺



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.



Spy

Show the Grimoire to the Spy for as long as they need.



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.



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Imp

The Imp chooses a player. ☹ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.



## Zombuul

If no one died today, the Zombuul chooses a player. ☹



## 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. ☹



## Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹



## Ravenkeeper

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



## Undertaker

If a player was executed today, show their character token.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Town Crier

Either nod or shake your head.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## 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. ☹



## Spy

Show the Grimoire to the Spy for as long as they need.



## Dawn

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