Flowergirl
Each night*, you learn
if a Demon voted today.

Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.

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

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

Chambermaid
Each night, choose 2 alive players (not yourself):
you learn how many woke tonight due to their
ability.

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

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

Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

Artist
Once per game, during the day,
privately ask the Storyteller any yes/no question.

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

Farmer
If you die at night,
an alive good player becomes a Farmer.

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

Poppy Grower
Minions & Demons do not know each other.
If you die, they learn who each other are that night.

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.

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

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

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

Shabaloth
Each night*, choose 2 players: they die.
A dead player you chose last night might be
regurgitated.

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

Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

*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. ◎
🌼	**Poppy Grower**	Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and De
🗣	**Yaggababble**	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
𝔐	**Minion Info**	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.
𝔇	**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.
🐾	**Lycanthrope**	Place the **FAUX PAW** reminder ◎ next to a good player.
⛰	**Huntsman**	If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ◎ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
🧹	**Chambermaid**	The Chambermaid chooses 2 living players. Give a finger signal.
☀	**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. ◎

	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
		   Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
		   Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep

	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.

	Gambler	The Gambler chooses a player & a character. ◎

	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

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

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

	Legion	You may decide a player that dies. (Once per living Legion) ◎

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

	Farmer	If the Farmer died tonight:
		   Wake an alive good player.
		   Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
		   Replace their previous character token with a Farmer character token.

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

	Juggler	Give a finger signal.

	Huntsman	If the Huntsman points to a player:
		   Put them to sleep. Mark them with the **NO ABILITY** token. ◎
		   If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
		   Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.

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