

**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.

**Flowergirl**

Each night*, you learn
if a Demon voted 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.

**Damsel**

All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Spy**

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

**Pit-Hag**

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

**Psychopath**

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

**Yaggababble**

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

**No Dashii**

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

**Imp**

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

**Lleechee**

Each night*, choose a player: they die.
You start by choosing a player: they are poisoned.
You die if & only if they are dead.



Dusk

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



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.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Damsel

Wake each Minion. Show the Damsel token.



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. ☹
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new 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.
	No Dashii	The No Dashii chooses a player. ☹
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☹
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☹
	Godfather	If an Outsider died today, the Godfather chooses a 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. ☹
	Damsel	TBD
	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.
	Flowergirl	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.