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

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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

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

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.

Tinker
You might die at any time.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Saint
If you die by execution, your team loses.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbor the Demon]

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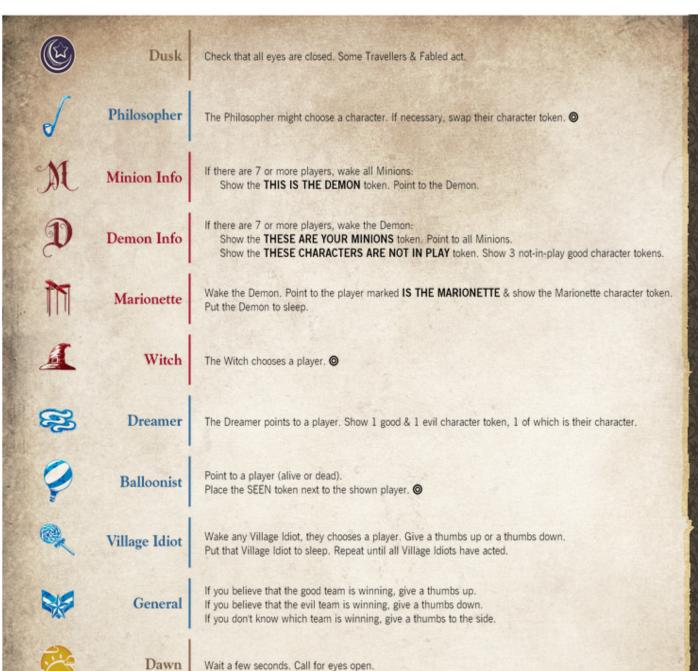Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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. ◎

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.

Marionette Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Witch The Witch chooses a player. ◎

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

Balloonist Point to a player (alive or dead).
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.

General If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

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. ◎
	Gambler	The Gambler chooses a player & a character. ◎
	Monk	The Monk chooses a player. ◎
	Witch	The Witch chooses a player. ◎
	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.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Tinker	The Tinker might die. ◎
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	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.
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.