

Damsel in Distress - First Night

by rsar



Dusk

Start the Night Phase.



Storm Catcher

At the start of the night, announce which character is stormcaught. If that character is in play, mark that player as STORMCAUGHT. Wake each evil player and show them the character token, then the marked player. If not in play, wake each evil player, show them the THESE CHARACTERS ARE NOT IN PLAY token and the relevant character token.



Philosopher

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



Alchemist

Show the YOU ARE token and the character token of a Minion.



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Snitch

Wake each Minion. Show the THESE CHARACTERS ARE NOT IN PLAY token and three not-in-play character tokens. Put each Minion to sleep.



Summoner

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



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.



King

Wake the Demon. Show the THIS PLAYER IS token and the King token, then point to the King.



Sailor

The Sailor chooses a living player.



Lil' Monsta

Wake all Minions, allow them to choose a babysitter.



Lleech

The Lleech chooses a player.



Poisoner

The Poisoner chooses a player.



Devil's Advocate

The Devil's Advocate chooses a living player.



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Investigator

Show the Minion character token. Point to both the MINION and WRONG players.



Clockmaker

Give a finger signal.



Steward

Point to the good player marked KNOW.



Balloonist

Show any player.



Dawn

Wait for a few seconds. End the Night Phase.

Damsel in Distress - Other Nights

by rsar



Dusk | Start the Night Phase.



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



Sailor | The Sailor chooses a living player.



Poisoner | The Poisoner chooses a player.



Innkeeper | The Innkeeper chooses 2 players.



Devil's Advocate | The Devil's Advocate chooses a living player.



Summoner | Change the Summoner reminder token to the relevant night. If it is night 3, the Summoner chooses a player and a Demon. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE token, a thumbs down and the chosen Demon token.



Vigormortis | The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Lleech | The Lleech chooses a player.



Lil' Monsta | Wake all Minions, allow them to choose a babysitter. A player might die.



Plague Doctor | If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.



Choirboy | If the Demon killed the King, point to the Demon player.



Damsel | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Juggler | Give a finger signal.



Balloonist | Show a player with a different character type to previously.



King | If the dead equal or outnumber the living, show the character token of an alive player.



Dawn | Wait for a few seconds. End the Night Phase.