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

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

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

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

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

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

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

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

Soldier
You are safe
from the Demon.

Alchemist 🧪
You have a Minion ability.
When using this,
the Storyteller may prompt you to choose differently.

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

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

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

Butler
Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.

Tinker
You might die
at any time.

Saint
If you die by execution,
your team loses.

Zealot
If 5 or more players are alive,
you must vote for every nomination.

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

Assassin
Once per game, at night*, choose a player:
they die, even if for some reason they could not.

Scarlet Woman
If there are 5 or more players alive
& the Demon dies, you become the Demon.
(Travellers don't count)

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

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

Pukka
Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

Lil' Monsta 👄
Each night, Minions choose
who babysits Lil' Monsta & 'is the Demon'.
Each night*, a player might die. [+1 Minion]

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.	

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.

Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token.
Turn the Minion token upside-down. (This shows they are still good.).

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.

Sailor

The Sailor chooses a living player. ◎

Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
   Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
      Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
      Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Devil's Advocate

The Devil's Advocate chooses a living player. ◎

Pukka

The Pukka chooses a player. ◎

Washerwoman

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

Investigator

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

Empath

Give a finger signal.

Butler

The Butler chooses a 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.

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.
	Sailor	The Sailor chooses a living player. ◎
	Monk	The Monk chooses a player. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
		   Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
		   Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
		Place the **DEAD** token beside any living player. ◎

	Assassin	The Assassin might choose a player. ◎◎
	Professor	The Professor might choose a dead player. ◎◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.

	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.

	Tinker	The Tinker might die. ◎
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.
	Butler	The Butler chooses a player. ◎
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.