Noble
You start knowing 3 players,
1 and only 1 of which is evil.

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

Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.

Undertaker
Each night*, you learn which character
died by execution today.

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

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

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

Exorcist
Each night*, choose a player (different to last night):
the Demon, if chosen, learns who you are
then doesn't wake tonight.

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

Nightwatchman
Once per game, at night, choose a player:
they learn you are the Nightwatchman.

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

Minstrel
When a Minion dies by execution, all other players
(except Travellers) are drunk until dusk tomorrow.

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

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.

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

Harpy
Each night, choose 2 players:
tomorrow, the 1st player is mad that the 2nd is evil,
or one or both might die.

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

Goblin
If you publicly claim to be the Goblin
when nominated & are executed that day,
your team wins.

Mastermind
If the Demon dies by execution (ending the game),
play for 1 more day.
If a player is then executed, their team loses.

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

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.

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.
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.
Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
Pukka	The Pukka chooses a player. ◎
Pixie	Show the Townsfolk character token marked **MAD**.
Damsel	Wake each Minion. Show the Damsel token.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Empath	Give a finger signal.
Noble	Point to al three players marked **KNOW**.
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.

Nightwatchman	If the Nightwatchman points at a player:
	     Put the Nightwatchman to sleep.
	     Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
	     Point to the Nightwatchman player. Put the chosen player back to sleep.
	     Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◉
	Gambler	The Gambler chooses a player & a character. ◉
	Harpy	The Harpy chooses a player ◉ & then another player. ◉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
	Exorcist	The Exorcist chooses a player. ◉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◉ Demon doesn't kill tonight.
	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. ◉◉
	No Dashii	The No Dashii chooses a player. ◉
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◉
	Professor	The Professor might choose a dead player. ◉◉
	Damsel	TBD
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	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.
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ◉
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.