Chef
You start knowing how many pairs of evil players there are.

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.

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.

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]

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

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

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

Fool
The first time you die, you don't.

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

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

Saint
If you die by execution, your team loses.

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

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

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

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

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

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.

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

*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.

Sailor	The Sailor chooses a living player. ◎
Poisoner	The Poisoner chooses a 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.
Chef	Give a finger signal.
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. ◎	
Poisoner	The Poisoner chooses a player. ◎	
Gambler	The Gambler chooses a player & a character. ◎	
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.	
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.	
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.	
Zombuul	If no one died today, the Zombuul chooses a player. ◎	
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. ◎◎	
Assassin	The Assassin might choose a player. ◎◎	
Professor	The Professor might choose a dead player. ◎◎	
Moonchild	If the Moonchild is due to kill a good player, they die. ◎	
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.	
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.	