Townsfolk

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.

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.

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.

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

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.

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

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.

Atheist
The Storyteller can break the game rules, and if executed, good wins, even if you are dead.
[No evil characters]

Outsiders

Tinker
You might die at any time.

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

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Minions

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)

Baron
There are extra Outsiders in play.
[+2 Outsiders]

Demons

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]

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. ◎

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.

Empath | Give a finger signal.

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. ◎
	Gambler	The Gambler chooses a player & a character. ◎
	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. ◎◎
	Gossip	If the Gossip is due to kill a player, they die. ◎
	Professor	The Professor might choose a dead 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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.