

Grandmother You start knowing a good player & their character. If the Demon kills them, you die too.



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.



Innkeeper Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



Courtier Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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.



Tea Lady If both your alive neighbors are good, they can't die.



Fool The 1st time you die, you don't.



Pacifist Executed good players might not die.

OUTSIDERS

Goon Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Tinker You might die at any time.



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

MINIONS



Godfather You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



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.



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

DEMONS



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



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



Po Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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



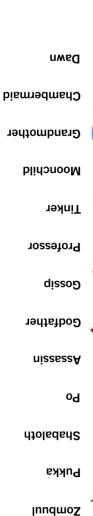


BAD MOON RISING

JINXES

None available





FABLEO

Devil's Advocate

Exorcist

Lunatic

Dusk

RECOMMENDED

TRAVELLERS

None available