

Each night, choose a player: they are poisoned until tomorrow night, then die. You act on the first night.



Pukka

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



Professor

Each night, choose a player: they die. Or, choose no-one tonight & 3 players tomorrow night.



Po

Executed good players might not die.



Pacifist

When you learn that you are dead, choose 1 alive player: if good, they die tonight.



Moonchild

If a Minion died today, all other players (except Travellers) are drunk all night, until dusk.



Minstrel

Once per day, choose a new player seating order. Players may not leave their seats to talk in private.



Matron

If the Demon dies by execution, play for 1 more day. If a player is then executed, they lose.



Mastermind

You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.



Lunatic

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Judge

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



Innkeeper

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



Grandmother

Each day, publicly make a statement of your choice. If it was true, a player dies tonight.



Gossip

If a player ability affects you specifically, it malfunctions instead & you become their alignment at dawn.



Goon

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



Godfather

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



Gambler



Fool

The first time you die, you do not.



Exorcist

Each night, choose a player: the Demon, if chosen, learns who you are & does not act tonight.

Each night, choose a living player (not the same as last night): if executed tomorrow, they do not die.



Devil's Advocate

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



Courtier