






















| | | |
|--|--------------------|---|
|  | 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. |
|  | Preacher | Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability. |
|  | 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. |
|  | Professor | Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected. |
|  | Fool | The 1st time you die, you don't. |
|  | Pacifist | Executed good players might not die. |
|  | Tea Lady | If both your alive neighbors are good, they can't die. |
|  | Minstrel | When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow. |





OUTSIDERS















| | | |
|--|-------------------|---|
|  | 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. |
|  | Politician | If you were the player most responsible for your team losing, you change alignment & win, even if dead. |
|  | Lunatic | You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night. |

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

DEMONS

| | | |
|--|------------------|--|
|  | Pukka | Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy. |
|  | Leech | Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead. |
|  | 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. |

-  Dusk
-  Apprentice
-  Minion info
-  Lunatic
-  Demon info
-  Sailor
-  Preacher
-  Leech
-  Godfather
-  Devil's Advocate
-  Pukka
-  Grandmother
-  Chambermaid
-  Dawn

FIRST

NIGHT



GOOD MOON RISING



JINXES

None available

RECOMMENDED



TRAVELLERS

-  Apprentice
-  Bishop
-  Butcher
-  Gunslinger
-  Voudon

FABLED

None available

STHGINR

-  Dusk
-  Sailor
-  Preacher
-  Innkeeper
-  Gambler
-  Devil's Advocate
-  Lunatic
-  Exorcist
-  Pukka
-  Shabaloth
-  Po
-  Leech
-  Assassin
-  Godfather
-  Gossip
-  Professor
-  Tinker
-  Moonchild
-  Grandmother
-  Chambermaid
-  Dawn