

Each night,  
choose 2 alive players  
(not yourself): you learn  
how many woke tonight  
due to their ability.



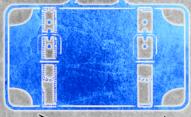
## Chambermaid

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



## Courtier

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



## Exorcist

The first time  
you die, you don't.



## Fool



## Bad Moon Rising

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



## Gambler

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



## Gossip

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



## Innkeeper

When a Minion  
dies by execution, all  
other players (except Travellers)  
are drunk until dusk tomorrow.



## Minstrel

Each night,  
choose an alive player:  
either you or they  
are drunk until dusk.  
You can't die.



## Sailor

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



## Tea Lady

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



## Grandmother

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



## Professor

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



## Goon

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



## Lunatic

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



## Moonchild

You might die  
at any time.



## Tinker

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



## Assassin

Each night,  
choose a living player  
(different to last night):  
if executed tomorrow,  
they don't die.



## Devil's Advocate

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



## Godfather

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



## Mastermind

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



## Po

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



## Pukka

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



## Shabaloth

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



## Zombull