



















	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 an alive player: they are poisoned - you die if (& only if) they die.
	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



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

STHGIN ORETHO



Dawn



Chambermaid



Grandmother



Moonchild



Tinker



Professor



Gossip



Godfather



Assassin



Leech



Po



Shabaloith



Pukka



Exorcist



Lunatic



Devil's Advocate



Gambler



Innkeeper



Preacher



Sailor



Dusk