



















	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	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.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	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.





OUTSIDERS

	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Tinker	You might die at any time.

MINIONS

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	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.

DEMONS

	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
	Shabaloth	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.