

TOWNSFOLK

**Chambermaid**

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

**Courtier**

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

**Exorcist**

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

**Fool**

The 1st time you die, you don't.

**Gambler**

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

**Gossip**

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

**Grandmother**

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

**Innkeeper**

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

**Minstrel**

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

**Pacifist**

Executed good players might not die.

**Professor**

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

**Sailor**

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

**Tea Lady**

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

OUTSIDERS

**Goon**

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

**Lunatic**

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

**Moonchild**

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

**Tinker**

You might die at any time.

MINIONS

**Assassin**

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

**Devil's Advocate**

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

**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.

DEMONS

**Po**

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

**Pukka**

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

**Shabaloth**

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

**Zombuul**

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

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

FIRST NIGHT



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JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STIGHTEO



-  Dusk
-  Sailor
-  Courtier
-  Inkeeper
-  Gambler
-  Devil's Advocate
-  Lunatic
-  Exorcist
-  Zombuul
-  Pukka
-  Shabaloth
-  Po
-  Assassin
-  Godfather
-  Gossip
-  Professor
-  Tinker
-  Moonchild
-  Grandmother
-  Chambermaid
-  Dawn