

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.



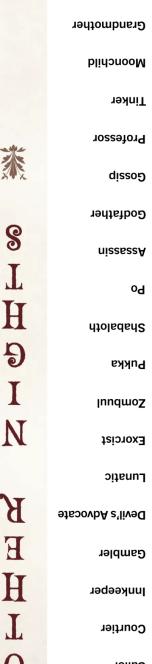




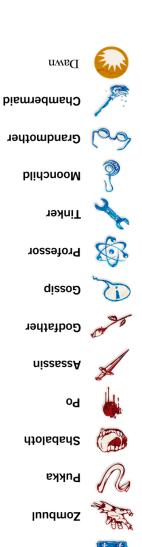
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JINXES

None available



















Dusk