






















TOWNSFOLK

	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.
	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	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.
	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Tea Lady	If both your alive neighbours are good, they can't die.
	Pacifist	Executed good players might not die.
	Fool	The first time you die, you don't.





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.
	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.

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.
	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

	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
	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.
	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
	Courtier
	Godfather
	Devil's Advocate
	Pukka
	Grandmother
	Chambermaid
	Dawn

FIRST NIGHT



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

OTHER NIGHTS

