






















TOWNSFOLK

	<b>Grandmother</b>	You start knowing a good player & their character. If the Demon kills them, you die too.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Courtier</b>	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	<b>Professor</b>	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	<b>Minstrel</b>	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	<b>Tea Lady</b>	If both your alive neighbors are good, they can't die.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Pacifist</b>	Executed good players might not die.





OUTSIDERS

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

MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Mastermind</b>	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS

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