

Blood on the Clocktower • Bad Moon Rising

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

* Not the first night.