



















	Grandmother	You start knowing a good player & character. If the Demon kills them, you die too.
	Sailor	Each night, choose a 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 wake tonight due to their character ability.
	Exorcist	Each night*, choose a player (not the same as last night): the Demon, if chosen, learns who you are & doesn't act 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 poisoned for 3 nights & 3 days.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Minstrel	If a Minion died today, all other players (except Travelers) are drunk all night, until dusk.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Pacifist	Executed good players might not die.
	Fool	The first time you die, you don't.





OUTSIDERS

	Tinker	You might die at any time.
	Moonchild	When you learn that you died, choose 1 alive player: if good, they die tonight.
	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 your abilities malfunction. The Demon knows who you are & who you attack.

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 (not the same as 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, play for one 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 until tomorrow night, then die. You act on the 1st night.
	Shabalothe	Each night*, choose 2 players: they die. A dead player you attacked last night might be regurgitated.
	Po	Each night*, choose a player: they die. Or, choose no-one. If you chose no-one last night, choose 3 players tonight.

 Minion info

 Lunatic

 Demon info

 Sailor

 Courtier

 Godfather

 Devil's Advocate

 Pukka

 Grandmother

 Chambermaid

 Dawn

First Night

Bad Moon Rising

Bad Moon Rising

Other Nights


Dawn 

Chambermaid 


Grandmother 

Moonchild 

Tinker 

Professor 

Gossip 

Godfather 

Assassin 


Po 

Shabalo 


Pukka 


Zombuul 


Exorcist 

Lunatic 

Devil's Advocate 

Gambler 

Inkkeeper 

Courtier 

Sailor 

Dusk 