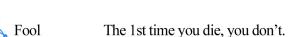
Bad Moon Rising TOWNSFOLK Grandmother You start knowing a good player & their character. If the Demon kills them, you die too. Sailor Each night, choose an alive player: either you or they are drunk until dusk. You can't die. Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability. Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. **Exorcist** Innkeeper Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. Each night*, choose a player & guess their character: if you guess wrong, you die. Gambler 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. Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected. Professor Minstrel When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow. Tea Lady If both your alive neighbors are good, they can't die. **Pacifist** Executed good players might not die.



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. Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment. Goon Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

OUTSIDERS

DEMONS

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. Once per game, at night*, choose a player: they die, even if for some reason they could not. Assassin

Mastermind If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead. Zombuul Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy. Pukka Shabaloth Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.









Sailor



Courtier



Godfather



Devil's Advocate



Pukka



Grandmother



Chambermaid



Dawn

First Night

Bad Moon Rising

Dawn



Chambermaid



Grandmother



Moonchild



Tinker



Professor



Godfather



Assassin





Shabaloth



Pukka



InudmoZ



Lunatic



Devil's Advocate



Gambler



Courtier

Junkeeper



Sailor



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