

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.

OUTSIDERS

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.

DEMONS

Zomboul

 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.

TRAVELERS

Apprentice

 On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bishop

 Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Judge

 Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



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.



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.



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.



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.



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.



Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.