


Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



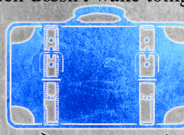
Chambermaid

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Courtier

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Exorcist

The first time you die, you don't.



Fool




Bad Moon Rising

Each night*, choose a player & guess their character: if you guess wrong, you die.



Gambler

Each day, you may make a public statement. Tonight, if it was true, a player dies.




Gossip

You start knowing a good player & character. If the Demon kills them, you die too.



Grandmother

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Innkeeper

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.




Minstrel

Executed good players might not die.



Pacifist

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Professor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Sailor

If both your alive neighbors are good, they can't die.




Tea Lady

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Goon

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Lunatic

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.




Moonchild

You might die at any time.



Tinker

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



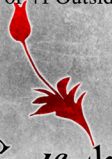
Assassin

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Devil's Advocate

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]




Godfather

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



Mastermind

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Po

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.




Pukka

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Shabaloth

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Zombuul

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