


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



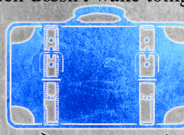
*Chambermaid*

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.

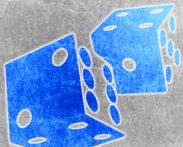


*Fool*




Bad Moon Rising

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



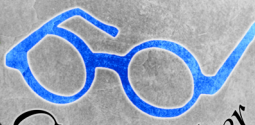
*Gambler*

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.



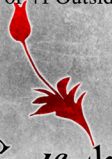
*Assassin*

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*