

Grandmother

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



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.



Sailor

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Exorcist

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



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.



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 neighbors are good, they can't die.



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



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.



Tinker

You might die at any time.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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.



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.



D.

Each night*, you may choose a player: they die.

If your last choice was no-one,
choose 3 players tonight.



Pukka

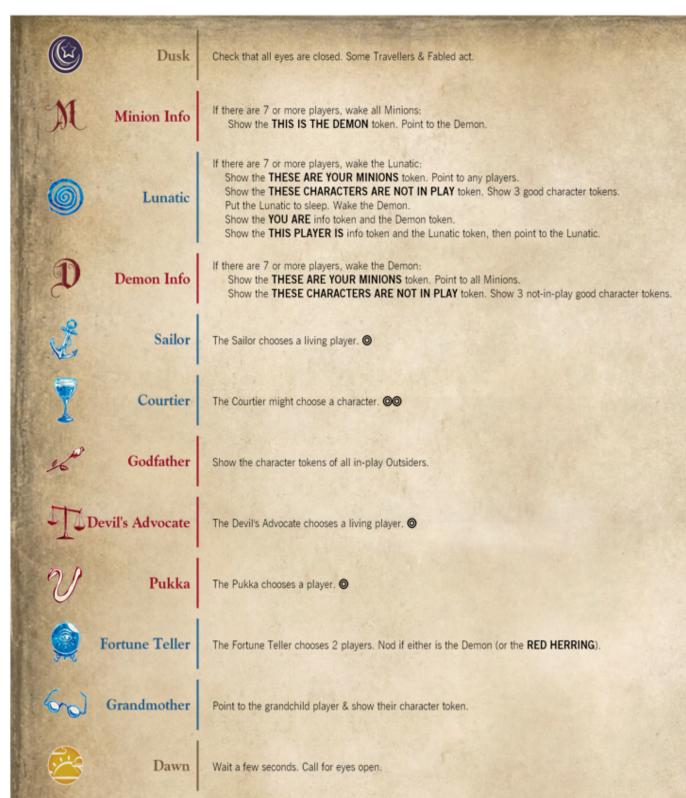
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Zombuul

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





	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Ł	Sailor	The Sailor chooses a living player. ◎
	Courtier	The Courtier might choose a character.
ত	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
0	Gambler	The Gambler chooses a player & a character. Output Description:
1741	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
0	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon, Show the Lunatic token &point to them, then their target(s).
	Exorcist	The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon, Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
*	Zombuul	If no one died today, the Zombuul chooses a player. Output Description:
V	Pukka	The Pukka chooses a player.
2	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
**	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚ (*
F	Assassin	The Assassin might choose a player. ⊚⊚
260	Godfather	If an Outsider died today, the Godfather chooses a player. ❷
Q.	Gossip	If the Gossip is due to kill a player, they die. ◎
	Professor	The Professor might choose a dead player.
Age.	Tinker	The Tinker might die. ⊚
60)	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.

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