

**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.

**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.

**Gossip**

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

**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.

**Mayor**

If only 3 players live & no execution occurs, your team wins.

If you die at night, another player might die instead.

**Fool**

The first time you die, you don't.

**Pacifist**

Executed good players might not die.

**Tinker**

You might die at any time.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they 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.

**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.

**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.

**Legion**

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ⚡
	Innkeeper	The Innkeeper chooses 2 players. ⚡⚡
	Gambler	The Gambler chooses a player & a character. ⚡
	Devil's Advocate	The Devil's Advocate chooses a living player. ⚡
	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.
	Legion	You may decide a player that dies. (Once per living Legion) ⚡
	Zombuul	If no one died today, the Zombuul chooses a player. ⚡
	Pukka	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	Shabaloth	A previously chosen player might be resurrected. ⚡ The Shabaloth chooses 2 players. ⚡⚡
	Assassin	The Assassin might choose a player. ⚡⚡
	Godfather	If an Outsider died today, the Godfather chooses a player. ⚡
	Gossip	If the Gossip is due to kill a player, they die. ⚡
	Professor	The Professor might choose a dead player. ⚡⚡
	Tinker	The Tinker might die. ⚡
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ⚡
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.