

-  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.
-  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.
-  Pacifist Executed good players might not die.
-  Fool The 1st time you die, you don't.

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.
-  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.

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.
-  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.

DEMONS

-  Zombuul 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.
-  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.

 Minion info

 Lunatic

 Demon info

 Sailor

 Courtier

 Godfather

 Devil's Advocate

 Pukka

 Grandmother

 Chambermaid

 Dawn

First Night

Bad Moon Rising

	15+	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
PLAYERS	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
TOWNSFOLK	9	9	9	7	7	7	5	5	5	3	3	3	3	1	1	1
OUTSIDERS	2	1	0	2	1	0	2	1	0	1	0	0	0	0	0	0
MINIONS	3	3	3	2	2	2	1	1	1	1	1	1	1	1	1	1
DEMONS	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Bad Moon Rising

Other Nights

- Dusk 
- Sailor 
- Courtier 
- Inkkeeper 
- Gambler 
- Devil's Advocate 
- Lunatic 
- Exorcist 
- Zombuul 
- Pukka 
- Shabalo 
- Po 
- Assassin 
- Godfather 
- Gossip 
- Professor 
- Tinker 
- Moonchild 
- Grandmother 
- Chambermaid 
- Dawn 