



# Monkey Do Math



## Sailor

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



## Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## Innkeeper

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



## Acrobat

Each night\*, choose a player: if they are or become drunk or poisoned tonight, you die.



## Lycanthrope

Each night\*, choose an alive player. If good, they die and the Demon doesn't kill tonight. One good player registers as evil.



## 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 and 3 days.



## Professor

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



## Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



## Tea Lady

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



## Mayor

If only 3 players live and no execution occurs, your team wins. If you die at night, another player might die instead.



## Goon

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



## Zealot

If there are 5 or more players alive, you must vote for every nomination.



## 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.



## Godfather

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



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## 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.



## Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



## 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.



## Zombuul

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

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

\*Not the first night