























TOWNSFOLK

	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they 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.
	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.
	Lycanthrope	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.




OUTSIDERS

	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Sailor
-  Marionette
-  Godfather
-  Devil's Advocate
-  Pixie
-  Grandmother
-  Spy
-  Chambermaid
-  Mathematician
-  Dawn

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LUNAR ECLIPSE

JINXES



The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.



The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.



When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

RECOMMENDED

TRAVELLERS



Beggar



Barista



Harlot



Apprentice



Voudon

FABLED



Spirit Of Ivory

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-  Dawn
-  Mathematician
-  Chambermaid
-  Spy
-  Grandmother
-  Barber
-  Godfather
-  Assassin
-  Vigormortis
-  No Dash!!
-  Zombuul
-  Lycanthrope
-  Lunatic
-  Devil's Advocate
-  Innkeeper
-  Sailor
-  Dusk