



















	Chef	You start knowing how many pairs of evil players there are.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	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.
	Undertaker	Each night*, you learn which character died by execution today.
	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.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	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.





OUTSIDERS

	Tinker	You might die at any time.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS

	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.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	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.
	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
-  Minion info
-  Demon info
-  Sailor
-  Poisoner
-  Godfather
-  Devil's Advocate
-  Librarian
-  Chef
-  Grandmother
-  Spy
-  Chambermaid
-  Dawn

FIRST NIGHT



BAD MOON BREWING CO....



JINXES

None available

RECOMMENDED



TRAVELLERS




















None available

FABLED

None available

STIGHNORTH



- Dusk 
- Sailor 
- Poisoner 
- Inkeeper 
- Gambler 
- Devil's Advocate 
- Imp 
- Zombuul 
- Shabaloth 
- Po 
- Godfather 
- Gossip 
- Professor 
- Tinker 
- Moonchild 
- Grandmother 
- Undertaker 
- Spy 
- Chambermaid 
- Dawn 