























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.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	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.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Tea Lady	If both your alive neighbors are good, they can't die.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.




OUTSIDERS

	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Tinker	You might die at any time.
	Sweetheart	When you die, 1 player is drunk from now on.
	Mutant	If you are "mad" about being an Outsider, you might be executed.

MINIONS

	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.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Summoner	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Apprentice
-  Poppy Grower
-  Minion info
-  Lunatic
-  Summoner
-  Demon info
-  Poisoner
-  Snake Charmer
-  Devil's Advocate
-  Cerenovus
-  Pixie
-  Grandmother
-  Seamstress
-  High Priestess
-  Dawn

FIRST NIGHT



STOWED AWAY

JINXES



If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player.

RECOMMENDED

TRAVELLERS



Bone Collector



Apprentice



Deviant



Scapegoat

FABLED




Bootlegger



Djinn

STIGHNORTH

-  Dusk
-  Bone Collector
-  Poppy Grower
-  Poisoner
-  Inkkeeper
-  Gambler
-  Snake Charmer
-  Devil's Advocate
-  Cerenovus
-  Summoner
-  Lunatic
-  Imp
-  Po
-  Vigormortis
-  Assassin
-  Gossip
-  Sweetheart
-  Tinker
-  Grandmother
-  Ravenkeeper
-  Seamstress
-  High Priestess
-  Dawn