



















	Steward	You start knowing 1 good player.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they 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.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Oracle	Each night*, you learn how many dead players are evil.
	Acrobat	Each night*, choose a player: if they are or become drunk or poisoned tonight, 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.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Banshee	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.





OUTSIDERS


	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Fearmonger	Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	Yaggababble	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

-  Dusk
-  Yaggababble
-  Minion info
-  Demon info
-  Marionette
-  Poisoner
-  Courtier
-  Fearmonger
-  Pukka
-  Pixie
-  Librarian
-  Dreamer
-  Steward
-  Noble
-  Village Idiot
-  Mathematician
-  Dawn

FIRST NIGHT



THIS IS SASHA'S FAUL...



JINXES



If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO

-  Dawn
-  Mathematician
-  Village Idiot
-  Oracle
-  Dreamer
-  Banshee
-  Gossip
-  Yaggababble
-  Fang Gu
-  Pukka
-  Imp
-  Scarlet Woman
-  Fearmonger
-  Acrobat
-  Courtier
-  Poisoner
-  Dusk