



















	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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Ballooner	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Nightwatchman	Once per game, at night, choose a player: they learn you are the Nightwatchman.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Soldier	You are safe from the Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.





OUTSIDERS




	Plague Doctor	When you die, the Storyteller gains a Minion ability.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Mutant	If you are "mad" about being an Outsider, you might be executed.

MINIONS

	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]
	Lord of Typhon	Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

-  Dusk
-  Lord of Typhon
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Lil' Monsta
-  Poisoner
-  Harpy
-  Pixie
-  Librarian
-  Empath
-  Fortune Teller
-  Noble
-  Balloonist
-  Nightwatchman
-  High Priestess
-  General
-  Dawn

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TIM CURRY'S NON-FICT...

JINXES

-   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.
-   The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.
-   If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.
-   If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.

RECOMMENDED

TRAVELLERS

None available

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None available

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-  Dawn
-  General
-  High Priestess
-  Nightwatchman
-  Balloonist
-  Fortune Teller
-  Empath
-  Ravenkeeper
-  Plague Doctor
-  Lil' Monsta
-  Lord of Typhon
-  Fang Gu
-  Imp
-  Lunatic
-  Scarlet Woman
-  Harpy
-  Poisoner
-  Dusk