TIM CURRY'S NON-FICTION TRANSYLVANIAN EXPERIENCE by Anna

TOWNSFOLK



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.



Balloonist 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 yo

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

Lil' Monsta

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.



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]



Nightwatchman

High Priestess

General

Dawn



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





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

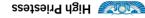
FABLEO













Nightwatchman



Balloonist

Fortune Teller



Empath



Ravenkeeper



Plague Doctor



Lil' Monsta



Lord of Typhon



Fang Gu



Lunatic



Scarlet Woman



Harpy



Poisoner



Dusk

