



















	Chef	You start knowing how many pairs of evil players there are.
	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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Village Idiot	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	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.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	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.
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.





OUTSIDERS

	Tinker	You might die at any time.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Hatter	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	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.
	Kazali	Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	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
-  Kazali
-  Yaggababble
-  Minion info
-  Demon info
-  Poisoner
-  Harpy
-  Pixie
-  Chef
-  Empath
-  Fortune Teller
-  Grandmother
-  Village Idiot
-  Nightwatchman
-  Dawn

FIRST NIGHT



SAY AGAIN?



JINXES



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

OUTRIGHT



- Dusk 
- Poisoner 
- Innkeeper 
- Harpy 
- Scarlet Woman 
- Po 
- Fang Gu 
- Yaggababble 
- Kazali 
- Assassin 
- Gossip 
- Hatter 
- Farmer 
- Tinker 
- Grandmother 
- Empath 
- Fortune Teller 
- Village Idiot 
- Nightwatchman 
- Dawn 