
























## TOWNSFOLK

	<b>Knight</b>	You start knowing 2 players that are not the Demon.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.


## OUTSIDERS









	<b>Plague Doctor</b>	If you die, the Storyteller gains a Minion ability.
	<b>Mutant</b>	If you are "mad" about being an Outsider, you might be executed.
	<b>Damsel</b>	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	<b>Golem</b>	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINIONS

	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]
	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

## DEMONS

	<b>Yagababble</b>	You start knowing a secret phrase. For each time you said it publicly today, a player might die.
---	-------------------	--

-  Dusk
-  Apprentice
-  Yaggababble
-  Magician
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Snake Charmer
-  Witch
-  Cerenovus
-  Harpy
-  Pixie
-  Damsel
-  Amnesiac
-  Librarian
-  Fortune Teller
-  Knight
-  Balloonist
-  Bounty Hunter
-  Dawn

# FIRST NIGHT



## THERE'S SAFETY IN SL...



### JINXES



If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.



If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.



The Marionette does not learn that a Damsel is in play.



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.

### RECOMMENDED



#### TRAVELLERS



Apprentice



Bishop



Judge



Matron



Voodoo

#### FABLED



Fibbin

# STHGIN RETHO



-  Dawn
-  Bounty Hunter
-  Balloonist
-  Oracle
-  Fortune Teller
-  Amnesiac
-  Damsel
-  Yaggababble
-  Lunatic
-  Harpy
-  Cerenovus
-  Witch
-  Snake Charmer
-  Dusk