Good Cursed with Evil, Evil Blessed with Good v1.0.0 *by MD_Rick*

TOWNSFOLK

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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 neighbours are evil.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Alchemist
You have a not-in-play Minion ability.

Oracle
Each night*, you learn how many dead players are evil.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

MINION

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON

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.

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Good Cursed with Evil, Evil Blessed with Good — by MD_Rick

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poisoner
6. Godfather
7. Witch
8. Pixie
9. Amnesiac
10. Empath
11. Clockmaker
12. Noble
13. Balloonist
14. Bounty Hunter
15. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Witch
5. Pit-Hag
6. Imp
7. Fang Gu
8. Vigormortis
9. Godfather
10. Acrobat
11. Barber
12. Amnesiac
13. Ravenkeeper
14. Empath
15. Oracle
16. Balloonist
17. Bounty Hunter
18. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

Good Cursed with Evil, Evil Blessed with Good — by MD_Rick

1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3	D	**Demon Info** If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
9		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		**Noble** Point to 3 players including one evil player, in no particular order.
13		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Good Cursed with Evil, Evil Blessed with Good — by MD_Rick

1. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. **Pit-Hag**
   The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6. **Imp**
   The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
7. **Fang Gu**
   The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
8. **Vigormortis**
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
10. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
11. **Barber**
    If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
12. **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13. **Ravenkeeper**
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
15. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
16. **Balloonist**
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
17. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.