

**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.

**Town Crier**

Each night*, you learn
if a Minion nominated today.

**Oracle**

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

**Undertaker**

Each night*, you learn which character
died by execution today.

**Preacher**

Each night, choose a player:
a Minion, if chosen, learns this.
All chosen Minions have no ability.

**Dreamer**

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

**Seamstress**

Once per game, at night,
choose 2 players (not yourself):
you learn if they are the same alignment.

**Huntsman**

Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

**Artist**

Once per game, during the day,
privately ask the Storyteller any yes/no question.

**Ravenkeeper**

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

**Virgin**

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

**Goon**

Each night, the 1st player to choose you
with their ability is drunk until dusk.
You become their alignment.

**Drunk**

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

**Mutant**

If you are "mad" about being an Outsider,
you might be executed.

**Damsel**

All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

**Mezepheles**

You start knowing a secret word.
The 1st good player to say this word
becomes evil that night.

**Godfather**

You start knowing which Outsiders are in play.
If 1 died today, choose a player tonight: they die.
[-1 or +1 Outsider]

**Poisoner**

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

**Cerenovus**

Each night, choose a player & a good character:
they are "mad" they are this character tomorrow,
or might be executed.

**Imp**

Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

**Pukka**

Each night, choose a player: they are poisoned.
The previously poisoned player dies then becomes
healthy.

**Vigormortis**

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