

**Noble**

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

**Investigator**

You start knowing that 1 of 2 players
is a particular Minion.

**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.

**Empath**

Each night, you learn how many
of your 2 alive neighbours are evil.

**Gambler**

Each night*, choose a player & guess their character:
if you guess wrong, you die.

**Preacher**

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

**Savant**

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

**Huntsman**

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

**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.

**Tinker**

You might die
at any time.

**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.

**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.

**Assassin**

Once per game, at night*, choose a player:
they die, even if for some reason they could not.

**No Dashii**

Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

**Kazali**

Each night*, choose a player: they die.
[You choose which players are which Minions,
-? to +? Outsiders]

**Pukka**

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

**Fang Gu**

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu
& you die instead. [+1 Outsider]

*Not the
first night