

TOWNSFOLK



**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.



**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.



**Amnesiac**

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



**Tea Lady**

If both your alive neighbors are good, they can't die.



**Virgin**

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

OUTSIDERS



**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.

MINIONS



**Mezpheles**

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.



**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS



**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