

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.



General Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Magician The Demon thinks you are a Minion. Minions think you are a Demon.



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



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



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



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



Politician If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS



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



Baron There are extra Outsiders in play. [+2 Outsiders]



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



Marionette You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS



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



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



Noble

General

Dawn

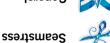


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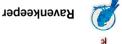
Fortune Teller

Vigormortis





































TRAVELLERS

FABLEO

None available

None available