

Steward You start knowing 1 good player.



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.



Village Idiot Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Mathematician Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



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



Acrobat Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.



Gossip Each day, you may make a public statement. Tonight, if it was true, a player dies.



Courtier Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



Banshee If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDERS



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



Plague Doctor When you die, the Storyteller gains a Minion ability.



Mutant

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

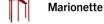


Heretic Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS



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



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



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Organ Grinder All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMONS



Yaggababble You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



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



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



Dusk



Yaggababble



Minion info



Demon info



Marionette



Poisoner



Courtier



Organ Grinder



Pukka



Pixie



Librarian



Dreamer



Steward





Noble



Village Idiot



Mathematician



Dawn

THIS IS SASHA'S FAUL...



JINXES



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If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.





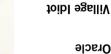
If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.





If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.









Dawn

Mathematician

































TRAVELLERS

FABLEO

None available

None available