

**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]

**Oracle**

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

**Gambler**

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

**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.

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**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

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**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.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

**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.

**Goblin**

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.

DEMONS

**Yaggababble**

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

**Imp**

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

**Zombuul**

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**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



Engineer



Courtier



Organ Grinder



Cerenovus



Pixie



Librarian



Steward



Noble



Village Idiot



Ogre



Dawn

FIRST NIGHT



THIS IS SASHA'S FAUL...



JINXES



The Cerenovus may choose to make a player mad that they are the Goblin.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO

Dawn



Village Idiot



Oracle



Banshee



Gossip



Yaggababble



Fang Gu



Zombuul



Imp



Cerenovus



Organ Grinder



Acrobat



Gambler



Courtier



Engineer



Dusk

