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**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]



Noble

Ogre

Dawn

Village Idiot



## THIS IS SASHA'S FAUL...



## JINXES

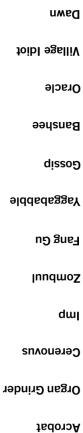




The Cerenovus may choose to make a player mad that they are the Goblin.











































RECOMMENDED

**FABLED** 

None available

**TRAVELLERS** 

None available