

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

**Balloonist**

Each night, you learn a player of a different character type than last night. [+o or +1 Outsider]

**King**

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.

**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.

**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

**Oracle**

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

**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.

**Recluse**

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

**Witch**

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

**Cerenovus**

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

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.

**Storm Catcher**

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.



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

**Lycanthrope**

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

**Savant**

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

**Seamstress**

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

**Huntsman**

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

**Choirboy**

If the Demon kills the King, you learn which player is the Demon. [+the King]

**Cannibal**

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

**Mutant**

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

**Damsel**

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

**Goblin**

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

**Fang Gu**

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

**Vortex**

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.