

#### 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.)



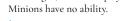
# You start knowing 1 in-play Townsfolk. If you were mad that you were this



character, you gain their ability when they die.



### Preacher Each night, choose a player: a Minion, if chosen, learns this. All chosen





### Town Crier Each night\*, you learn if a Minion nominated today.





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

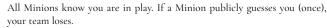


## Undertaker





#### Damse1





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



### Godfather



You start knowing which Outsiders are in play. If I died today, choose a player tonight: they die. [-1 or +1 Outsider]

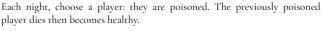


### Mezepheles



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







### Vigormortis

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



#### Dreamer

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



#### Seamstress

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





Once per game, during the day, privately ask the Storyteller any yes/no question.



#### Huntsman

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



## Ravenkeeper

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



## Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



## Mutant

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



# Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



#### Poisoner

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



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



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