

**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.

**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.

**King**

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

**Lycanthrope**

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

**Sweetheart**

When you die, 1 player is drunk from now on.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Cerenovus**

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

**Pit-Hag**

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Yaggababble**

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

**No Dashii**

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

**Gossip**

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

**Artist**

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

**Amnesiac**

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

**Farmer**

If you die at night, an alive good player becomes a Farmer.

**Virgin**

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

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead.
[No evil characters]

**Pacifist**

Executed good players might not die.

**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.

**Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

**Xaan**

On night X, all Townsfolk are poisoned until dusk.
[X Outsiders]

**Kazali**

Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

**Legion**

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]