



### 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.



### Oracle

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



### Undertaker

Each night\*, you learn which character died by execution today.



### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### 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.



### Huntsman

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



### Artist

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



### 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.



### Goon

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



### Drunk

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



### Mutant

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



### Damsel

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



### Mezepheles

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



### Godfather

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



### Poisoner

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



### Imp

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



### Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]





## Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



## Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



## Preacher

The Preacher chooses a player. If they choose a Minion:  
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.  
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



## Poisoner

The Poisoner chooses a player. ☹



## Mezephheles

If a player is marked with the **TURNS EVIL** reminder:  
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.  
Turn their character token upside down. (This shows they are now evil.)  
Mark the Mezephheles with the **NO ABILITY** reminder. ☹



## Imp

The Imp chooses a player. ☹ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.



## Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



## Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



## Ojo

The Ojo points to a role. If a player has that role, they die. ☹  
If the role is out of play, the Storyteller chooses any number of players that die. ☹



## Godfather

If an Outsider died today, the Godfather chooses a player. ☹



## Huntsman

If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☹  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.



## Damsel

TBD



## Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



## Undertaker

If a player was executed today, show their character token.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Oracle

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Dawn

Wait a few seconds. Call for eyes open & immediately say who died.