

**Chef**

You start knowing how many pairs of evil players there are.

**Bounty Hunter**

You start knowing 1 evil player.  
If the player you know dies, you learn another evil player tonight. [1 Townsfolk 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.

**Monk**

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.

**Snake Charmer**

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

**Savant**

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

**Engineer**

Once per game, at night, choose which Minions or which Demon is in play.

**Professor**

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Alchemist**

You have a Minion ability.  
When using this, the Storyteller may prompt you to choose differently.

**Cannibal**

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

**Fool**

The first time you die, you don't.

**Virgin**

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

**Poppy Grower**

Minions & Demons do not know each other.  
If you die, they learn who each other are that night.

**Lunatic**

You think you are a Demon, but you are not.  
The Demon knows who you are & who you choose at night.

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Hatter**

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

**Snitch**

Each Minion gets 3 bluffs.

**Poisoner**

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

**Harpy**

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

**Pit-Hag**

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

**Xaan**

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

**Yaggababble**

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

**Shabaloth**

Each night\*, choose 2 players: they die.  
A dead player you chose last night might be regurgitated.

**Vigormortis**

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

**Al-Hadikhia**

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.