

TOWNSFOLK



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.

OUTSIDERS



Lunatic

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



Hatter

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



Zealot

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



Snitch

Each Minion gets 3 bluffs.

MINIONS



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]

DEMONS



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.

*Not the first night