

## TOWNSFOLK


**Chef**

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


**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.


**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.


**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.


**Village Idiot**

Each night, choose a player: you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]


**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.


**Cannibal**

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


**Amnesiac**

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


**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.


**Mayor**

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.


**Virgin**

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

## OUTSIDERS


**Recluse**

You might register as evil & as a Minion or Demon, even if dead.


**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.


**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.

## MINIONS


**Pit-Hag**

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


**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.


**Marionette**

You think you are a good character but you are not. The Demon knows who you are.  
[You neighbor the Demon]


**Xaan**

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

## DEMONS


**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.


**Lord Of Typhon**

Each night\*, choose a player: they die.  
[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]


**Lleech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

\*Not the first night