

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.



Empath

Each night, you learn how many
of your 2 alive neighbours are evil.



High Priestess

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



Gambler

Each night*, choose a player & guess their character:
if you guess wrong, you die.



Monk

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



Dreamer

Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.



Savant

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



Fisherman

Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

OUTSIDERS



Tinker

You might die
at any time.



Recluse

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



Snitch

Each Minion
gets 3 bluffs.

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.



Assassin

Once per game, at night*, choose a player:
they die, even if for some reason they could not.



Marionette

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

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.

*Not the
first night