

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