

# TOWNSFOLK



## 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.



## Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



## General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## Village Idiot

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



## Dreamer

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



## Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



## Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

# OUTSIDERS



## Tinker

You might die at any time.



## Recluse

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



## Saint

If you die by execution, your team loses.

# 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]

# DEMONS



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

\*Not the first night