

# Miserable Little Pile of Secrets

## TOWNSFOLK



Amnesiac

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



Gambler

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



Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Dreamer

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



Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



Philosopher

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

## OUTSIDERS



Lunatic

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINIONS



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Pit-Hag


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

## DEMONS



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

 Philosopher

 Minion info

 Lunatic

 Demon info

 Amnesiac

 Pukka

 Dreamer


 Dawn


*First Night*

*Miserable Little Pile ...*

Dawn 

Dreamer 

Professor 

Barber 

Pukka 

Exorcist 

Lunatic 

Pit-Hag 

Gambler 

Amnesiac 

Philosopher 

Dusk 

*Miserable Little Pile ...*

*Other Nights*