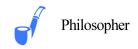
-Miser	able Little	Pile of Secrets— TOWNSFOLK
Ş	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
8	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
Carried Many	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
3	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

Pukka

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

DEMONS



















Miserable Little Pile ...





































