TOWNSFOLK



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



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



Juggler On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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





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



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Goblin

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

DEMONS



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lleech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Dusk



Yaggababble



Minion info



Lunatic



Demon info



Lleech



Cerenovus



Amnesiac



High Priestess



Dawn

СИАТАSTROPHE



JINXES



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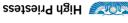


The Cerenovus may choose to make a player mad that they are the Goblin.



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Dusk



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RECOMMENDED

FABLEO

Sentinel

TRAVELLERS

None available