


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.

OUTSIDERS



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



Leech



Cerenovus



Amnesiac



High Priestess



Dawn

FIRST NIGHT



CHATASTROPHE



JINXES



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



STHGIN TO

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel

Dawn



High Priestess



Jugler



Amnesiac



Yaggababble



Leech



Lunatic



Cerenovus



Dusk

