











## TOWNSFOLK

	<b>Steward</b>	You start knowing 1 good player.
	<b>Village Idiot</b>	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	<b>Lycanthrope</b>	Each night*, choose an alive player. If good, they die, but they are the only player that can die tonight.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



## OUTSIDERS

	<b>Klutz</b>	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Minion info



Demon info



Poisoner



Devil's Advocate



Steward



Village Idiot



Dawn

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# SOLDIERS OF MISFORTU...



JINXES

None available



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## RECOMMENDED



TRAVELLERS

None available

FABLED



Toymaker

Dawn



Village Idiot



Vigormortis



Imp



Lycanthrope



Devil's Advocate



Poisoner



Dusk

