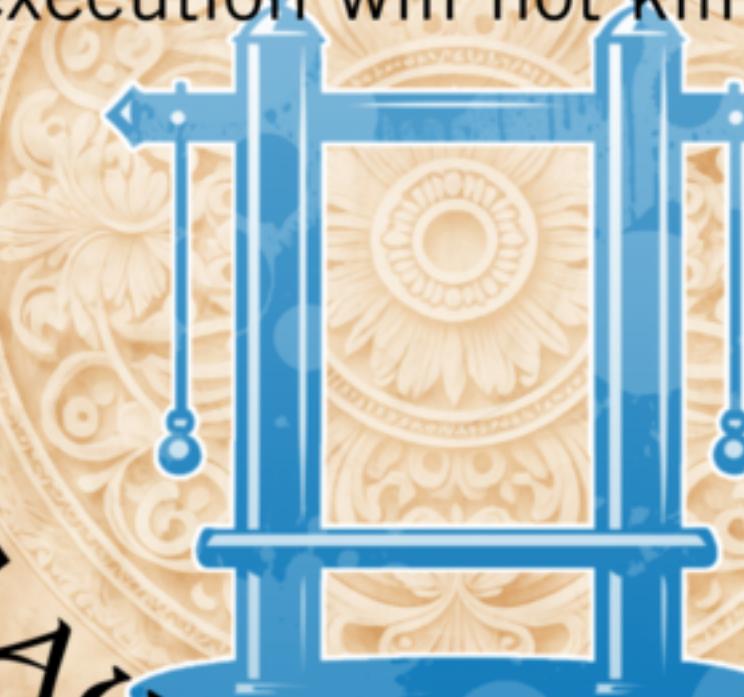


You are a townsfolk.
You have no special
abilities.



PEASANT

After nominating a
player, if that player
makes you laugh, the
execution will not kill them.



LAUGHINGSTOCK

Once per game, you
may reject another
player's thesis.



DEAN

Once per day, bake a
loaf of bread.



BAKER

Once per game, at
night, you may guess the
peasant. If you guess correctly,
they become another townsfolk.



TUTOR

You are mad that you
are not the mystic.
During the first night, you
may look at the grimoire.



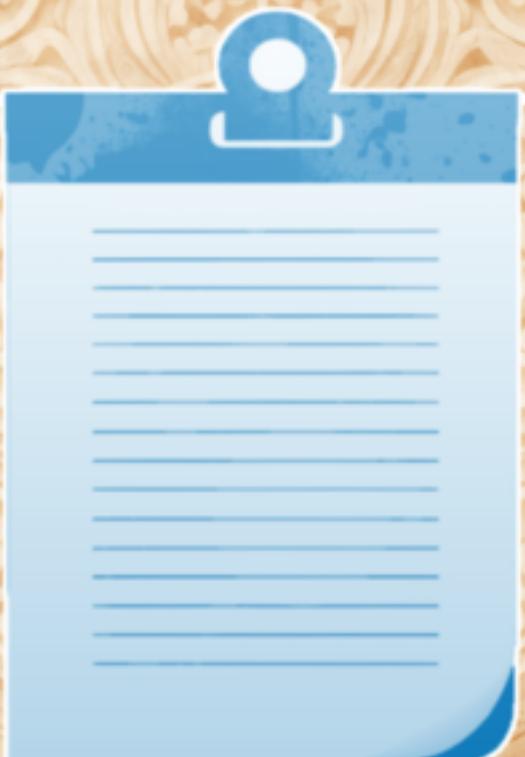
MYSTIC

Each day you may
publicly declare a player to
be your 'friend'. If they accept,
you wake with them at night.



VILLAGER

You know one of the
minions. [+1 Minion]



WHINER

Choose a player. If
that player nominates
you, they die.



TIYANAK

You register as a
demon.



ASWANG

Each night, choose two
players. At evening, the first
player must nominate the second, if
possible, or die during the night.



KULAM

All players start the
game not knowing their
character or alignment



THE VEIL

Each night*, choose a
player: they die. Each night you
choose a player to guard your torso.
They register as the demon.



MANANGGAL