

TOWNSFOLK

**Pacifist**

Executed good players might not die.

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

**Poppy Grower**

Minions & Demons do not know each other. If you die, they learn who each other are that night.

**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

**Professor**

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

OUTSIDERS

**Plague Doctor**

If you die, the storyteller gains a not-in-play Minion ability.

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

**Pit-Hag**

Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

**Poisoner**

Each night, choose a player: they are poisoned tonight and tomorrow day.

**Psychopath**

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS

**Po**

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Pukka**

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

-  Philosopher
-  Poppy Grower
-  Minion info
-  Demon info
-  Preacher
-  Poisoner
-  Pukka
-  Pixie
-  Dawn

FIRST NIGHT



PUSHIN P



JINXES



A Pit-Hag can not create an evil Politician.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

STHGIN RETHO



-  Dusk
-  Philosopher
-  Poppy Grower
-  Preacher
-  Poisoner
-  Pit-Hag
-  Pukka
-  Po
-  Professor
-  Dawn