





# MISERABLE LITTLE PILE OF SECRETS


TOWNSFOLK


- **Amnesiac**

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

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
- **Gambler**


Each night\*, choose a player & guess their character: if you guess wrong, you die.
- **Dreamer**


Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
- **Professor**

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

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


OUTSIDERS


- **Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
- **Lunatic**

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


MINIONS

- **Goblin**

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

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

DEMONS

- **Pukka**

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



Dusk



Philosopher



Minion info



Lunatic



Demon info



Pukka



Amnesiac



Dreamer



Dawn

FIRST

NIGHT



MISERABLE LITTLE PIL...



JINXES

None available



STHGIN OR

RECOMMENDED



TRAVELLERS

FABLED

None available

None available

- Dusk
- Philosopher
- Gambler
- Pit-Hag
- Lunatic
- Exorcist
- Pukka
- Barber
- Professor
- Amnesiac
- Dreamer
- Dawn