

TOwnSFOLK



**Seamstress** Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



**Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.



**Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.



**Virgin** The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



**Klutz** When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



**Moonchild** When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINIONS



**Evil Twin** You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Mastermind** If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS



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