



Artist

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



Philosopher

Once per game, at night, choose a good character: become them. If you duplicate an in-play character, they are drunk.



Professor

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



Seamstress

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



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 an alive good player, or you lose.



Moonchild

When you learn that you died, choose 1 alive player: if good, they die tonight.

## 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, play for one more day. If a player is then executed, their team loses.

## DEMONS



Pukka

Each night, choose a player: they are poisoned until tomorrow night, then die. You act on the 1st night.

 Philosopher

 Minion info

 Demon info

 Evil Twin

 Pukka

 Seamstress

 Dawn

*First Night*  
↩

*On Thin Ice*

Recommended Fabled




 Dawn

 Seamstress

 Moonchild

 Professor

 Pukka

 Philosopher

 Dusk

*Other Nights*  
→  
*On Thin Ice*