

True or False

by Miha

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Knight

You start knowing 2 players that are not the Demon.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Lunatic

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

OUTSIDERS



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

MINIONS DEMONS



Dreamer

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



Seamstress

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Pit-Hag

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



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.