

You are a townsfolk.
You have no special abilities.



PEASANT

After nominating a player, if that player makes you laugh, the execution will not kill them.



LAUGHINGSTOCK

Once per day, bake a loaf of bread.



BAKER

You are mad that you are not the mystic.
During the first night, you may look at the grimoire.



MYSTIC

Once per game, at night, you may guess the peasant. If you guess correctly, they become another townsfolk.



TUTOR

Once per game, you may reject another player's thesis.



DEAN

Each day you may publicly declare a player to be your 'friend'. If they accept, you wake with them at night.



VILLAGER

You know one of the minions. [+1 Minion]



CUHINER

Choose a player. If that player nominates you, they die.



TIYANAK

You register as a demon.



ASUANG

Each night, choose two players. At evening, the first player must nominate the second, if possible, or die during the night.



KULAM

Each night*, choose a player: they die. Each night you choose a player to guard your torso. They register as the demon.



MANANANGGAL