

# Twining

## TOWNSFOLK



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



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is 1 good player that registers falsely to you.



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



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



Ravenkeeper If you die at night, you are woken to choose a player: you learn their character.

## OUTSIDERS



Lunatic You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.



Drunk You do not know you are the Drunk. You think you are a Townsfolk, but your ability malfunctions.

## 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.



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

## DEMONS



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

 Philosopher

 Minion info

 Lunatic

 Demon info

 Snake Charmer

 Evil Twin

 Fortune Teller

 Seamstress

 Spy

 Dawn

*First Night*




**Twinning**

Dawn 

Spy 

Seamstress 


Fortune Teller 

Ravenkeeper 

Imp 

Lunatic 

Snake Charmer 

Philosopher 

Dusk 

**Twinning**



*Other Nights*