



















	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play)
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is 1 good player that registers falsely to you.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Sailor	Each night, choose a player: either you or they are drunk until dusk. You can't die.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Lycanthrope	Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.
	Undertaker	Each night*, you learn which character died by execution today.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Minstrel	If a Minion died today, all other players (except Travelers) are drunk all night, until dusk.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.




OUTSIDERS

	Acrobat	Each night*, if either good living neighbor is drunk or poisoned, you die.
	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	Moonchild	When you learn that you died, choose 1 alive player: if good, they die tonight.
	Mutant	If you are "mad" about being an Outsider, you might be executed.

MINIONS

	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travelers don't count)
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider chosen becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Pukka	Each night, choose a player: they are poisoned until tomorrow night, then die. You act on the 1st night.

 Minion info

 Demon info

 Sailor

 Godfather

 Witch

 Pukka

 Washerwoman

 Librarian



 Fortune Teller



 Mathematician

 Dawn

First Night

Ultimate Lycanthrope

  If the Mutant causes a second execution, the Undertaker learns either one or both executed characters (Storyteller's choice).


  If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.


Ultimate Lycanthrope


Other Nights

Dawn 

Mathematician 

Undertaker 

Fortune Teller 

Ravenkeeper 


Moonchild 

Acrobat 


Godfather 

Assassin 

Fang Gu 

Pukka 

Imp 

Lycanthrope 

Scarlet Woman 

Witch 

Inkkeeper 

Sailor 

Dusk 