



















	Sailor	Each night, choose a player: either you or they are drunk until dusk. You can't die.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Fool	The first time you die, you don't.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Minstrel	If a Minion died today, all other players (except Travelers) are drunk all night, until dusk.
	Philosopher	Once per game, at night, choose a good character: become them. If you duplicate an in-play character, they are drunk.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	Dreamer	Each night, choose a player (not yourself): you learn 1 good & 1 evil character, 1 of which is correct.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is 1 good player that registers falsely to you.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.




OUTSIDERS


	Acrobat	Each night*, if either good living neighbor is drunk or poisoned, you die.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Saint	If you are executed, your team loses.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.

MINIONS

	Poisoner	Each night, choose a player: their ability malfunctions tonight and tomorrow day.
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.
	Devil's Advocate	Each night, choose a living player (not the same as last night): if executed tomorrow, they don't die.

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Po	Each night*, choose a player: they die. Or, choose no-one. If you chose no-one last night, choose 3 players tonight.
	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.


 Philosopher

 Minion info

 Demon info

 Sailor


 Amnesiac

 Poisoner

 Widow

 Devil's Advocate

 Empath

 Fortune Teller

 Dreamer

 Mathematician

 Dawn

First Night
↩

Junkies & immortals

Recommended Fabled



 Dusk
 Philosopher
 Sailor
 Amnesiac
 Poisoner
 Inkeeper
 Devil's Advocate
 Pit-Hag
 Imp
 Zombuul
 Po
 Acrobat
 Professor
 Empath
 Fortune Teller
 Dreamer
 Mathematician
 Dawn

Other Nights
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