## Junkies & immortals **TOWNSFOLK** Sailor Each night, choose an alive player: either you or they are drunk until dusk. You can't die. Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected. **Professor** Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead. Fool The 1st 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 When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow. Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk. Philosopher Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. Innkeeper Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you. **Empath** Each night, you learn how many of your 2 alive neighbors are evil. Mathematician Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability. Tea Lady If both your alive neighbors are good, they can't die. Soldier You are safe from the Demon. **OUTSIDERS** Each night\*, if either good living neighbor is drunk or poisoned, you die. Acrobat Mutant If you are "mad" about being an Outsider, you might be executed. Saint If you die by execution, your team loses. Recluse You might register as evil & as a Minion or Demon, even if dead. **MINIONS** Poisoner Each night, choose a player: they are poisoned 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. Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary. Pit-Hag Devil's Advocate Each night, choose a living player (different to last night): if executed tomorrow, they don't die. **DEMONS**



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Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead. Zombuul

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

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







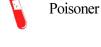
Sailor

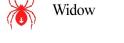


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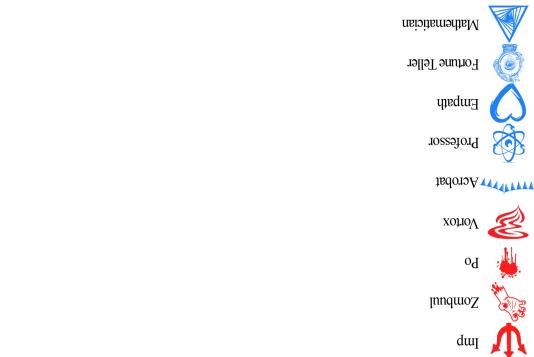












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**JUNK** GEDEL

Poisoner

Amnesiac

Philosopher

Sailor

Devil's Advocate

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