



















	Sailor	Each night, choose an alive 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 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.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	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


	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 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.
	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 (different to last night): if executed tomorrow, they don't die.

DEMONS

	Po	Each night*, you may choose a player: they die. If your last choice was no-one, 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.
	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.


 Philosopher

 Minion info

 Demon info

 Sailor

 Amnesiac

 Poisoner

 Widow

 Devil's Advocate

 Empath

 Fortune Teller

 Mathematician

 Dawn

First Night

Junkies & immortals

Recommended Fabled




Junkies & immortals

Other Nights

 Dawn

 Mathematician

 Fortune Teller

 Empath

 Professor

 Acrobat


 Vortex

 Po

 Zombuul


 Imp

 Pit-Hag

 Devil's Advocate

 Inkkeeper

 Poisoner

 Amnesiac

 Sailor

 Philosopher

 Dusk