## Junkies & immortals

**TOWNSFOLK** 



Sailor Each night, choose a 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 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.



Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. Innkeeper



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.



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 are executed, your team loses.



Recluse You might register as evil & as a Minion or Demon, even if dead.





Widow

Poisoner Each night, choose a player: their ability malfunctions tonight and tomorrow day.

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 (not the same as last night): if executed tomorrow, they don't die.





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. Or, choose no-one. If you chose no-one last night, choose 3 players tonight. Po

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







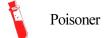
Sailor

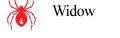


## Junkies & immortals

Recommended Fabled

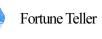




















ક્ષામાના કે જાંતમાર્થ

Dawn

Dreamer

Empath

Professor