



Snake Charmer Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Acrobat Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.



Engineer Once per game, at night, choose which Minions or which Demon is in play.



Philosopher Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Alchemist You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Cannibal You have the ability of the recently killed executive. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Mutant If you are “mad” about being an Outsider, you might be executed.

MINIONS



Godfather You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Vizier All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Organ Grinder All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMONS



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

-  Dusk
-  Apprentice
-  Barista
-  Thief
-  Philosopher
-  Alchemist
-  Minion info
-  Demon info
-  Engineer
-  Snake Charmer
-  Godfather
-  Organ Grinder
-  Dawn
-  Vizier

FIRST NIGHT



YES, YOUR IMMINENCE



JINXES

None available

RECOMMENDED



TRAVELLERS

-  Thief
-  Barista
-  Gangster
-  Judge
-  Apprentice

FABLED

None available



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- Dusk 
- Barista 
- Thief 
- Philosopher 
- Engineer 
- Acrobat 
- SNAKE CHARMER 
- Organ Grinder 
- Zombuul 
- Godfather 
- Dawn 