

TOVNSFOLK



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



General Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



Alchemist You have a not-in-play Minion ability.

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



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



Organ Grinder All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.



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

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
-  Philosopher
-  Alchemist
-  Minion info
-  Demon info
-  Engineer
-  Snake Charmer
-  Godfather
-  General
-  Dawn
-  Vizier

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YES, YOUR IMMENENCE



JINXES



If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.



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RECOMMENDED



TRAVELLERS

-  Barista
-  Thief
-  Judge
-  Gangster
-  Apprentice

FABLED

