



## TOWNSFOLK



**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

FIRST NIGHT



## 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.

## RECOMMENDED



### TRAVELLERS



Barista



Thief



Judge



Gangster



Apprentice

### FABLED



Sentinel

STHGIN RETHO



Dawn



General



Godfather



Zombuul



Snake Charmer



Engineer



Philosopher



Dusk

