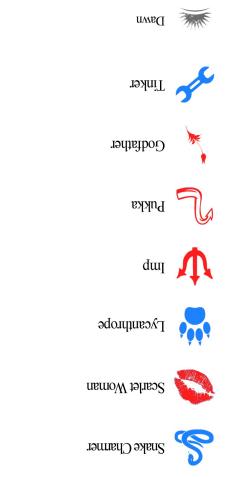
—Late N	light Drive	e By 1.6	TOWNSFOLK
S	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you	u & is then poisoned.
	Lycanthrope	Each night*, choose an alive player: if good, they die, but they are the only player that	t can die tonight.
X	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they di	ie.
A.	Fool	The 1st time you die, you don't.	
	Alchemist	You have a not-in-play Minion ability.	
<u>v</u>	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until o	łusk tomorrow.
			OUTSIDERS)
Je.	Tinker	You might die at any time.	
	Recluse	You might register as evil & as a Minion or Demon, even if dead.	
	Golem	You may only nominate once per game. When you do, if the nominee is not the Demor	n, they die.
			MINIONS
*	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they di	ie. [-1 or +1 Outsider]
4	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die	if you lose roshambo.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travel	lers don't count.)
			DEMONS
L	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies the	en becomes healthy.
Ψ	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes	the Imp.





Late Night Drive By 1....



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Dusk