



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



Lycanthrope Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight.



Slayer Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fool The 1st time you die, you don't.



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



Minstrel When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

OUTSIDERS



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 Demon, they die.

MINIONS



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



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. (Travellers don't count.)

DEMONS



Pukka Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

 Alchemist

 Minion info

 Demon info

 Snake Charmer

 Godfather

 Pukka


 Dawn

First Night



Late Night Drive By 1....


Dawn 


Tinker 

Godfather 

Pukka 

Imp 

Lycanthrope 

Scarlet Woman 

Snake Charmer 

Dusk 

Late Night Drive By 1....



Other Nights