

Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Snake Charmer

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



Wizard

Godfather

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Summoner * * W

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



There are extra Outsiders in play. [+2 Outsiders]



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



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



Lord Of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]





Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Savant

Each day, you may visit the Storyteller to learn two things in private: 1 is true & 1 is false.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct,



Minstrel

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



Choirboy

If the Demon kills the King, you learn which player is the Demon.





Atheist

The Storyteller can break the game rules. and if executed, good wins, even if you are dead.





Saint

If you die by execution, your team loses.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Summoner

Place the NIGHT 1 reminder. @

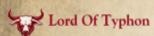
Show the Summoner 3 not-in-play characters as bluffs.



ord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down.

Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.



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Minion Info

If there are 7 or more players, wake all Minions:

Show the THIS IS THE DEMON token. Point to the Demon.



Summoner

Place the NIGHT 1 reminder. @

Show the Summoner 3 not-in-play characters as bluffs.



Demon Info

If there are 7 or more players, wake the Demon:

Show the THESE ARE YOUR MINIONS token. Point to all Minions.

Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:

Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon.

Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @



Godfather

Show the character tokens of al in-play Outsiders.



Pukka

The Pukka chooses a player. @



Shugenja

Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



Pixie

Show the Townsfolk character token marked MAD.



Balloonist

Point to a player (alive or dead).

Place the SEEN token next to the shown player. @



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Bounty Hunter

Wake any player with a Townsfolk character:

Show them the YOU ARE token, & a thumbs down. Put them back to sleep.

Turn their token upside-down. (This shows they are evil.)

Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. @



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

Juggler

Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds, Call for eyes open & immediately say who died.

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