

**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.

**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.

**Artist**

Once per game, during the day, privately ask the Storyteller any yes/no question.

**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.
[+ the King]

**Atheist**

The Storyteller can break the game rules, and if executed, good wins, even if you are dead.
[No evil characters]

**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.

**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.

**Pit-Hag**

Each night*, choose a player & a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.

**Wizard**

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

**Assassin**

Once per game, at night*, choose a player: they die, even if for some reason they could not.

**Baron**

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

**Kazali**

Each night*, choose a player: they die.
[You choose which players are which Minions. -? to +? Outsiders]

**Vigormortis**

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

**Pukka**

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

**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]

*Not the first night



Kazali

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.



Lord 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.



Dusk

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



Lord 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.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Kazali

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.



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. ☺



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.



Dusk

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



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. ☺



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Kazali

The Kazali chooses a player. ☺



Pukka

The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺



Vigormortis

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺



Lord Of Typhon

The Lord of Typhon chooses a player. ☺



Assassin

The Assassin might choose a player. ☺☺



Hatter

If the Hatter died, wake the Minions and Demon:
 Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
 Each player may point to another character of the same type as their current character.
 If a second player would end up with the same character as another player:
 Shake your head no and gesture for them to choose again.
 Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
 Change each player to the character they chose.



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
 Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Ballooning

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
 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

If the player with the **SEEN** token died today or tonight, point to an evil player.
 Move the **SEEN** token to the shown player. ☺



Juggler

Give a finger signal.



Mathematician

Give a finger signal.



Dawn

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