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.

Philosopher
Once per game, at night, choose a good character: gain that ability.
If this character is in play, they are drunk.

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]

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.

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

Vizier
All players know who you are.
You can not die during the day.
If good voted, you may choose to execute immediately.

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

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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]

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.

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ◎

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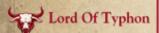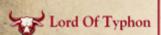
Kazali
The Kazali points at a player and a Minion on the character sheet.
> Replace their old character token with the Minion token. Wake the player.
> Show them the **You Are** info token then the Minion character token, and give a thumbs down.
> Repeat until the normal number of Minions exist.
> Put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

Yaggababble
Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.

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. ◎

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. ◎
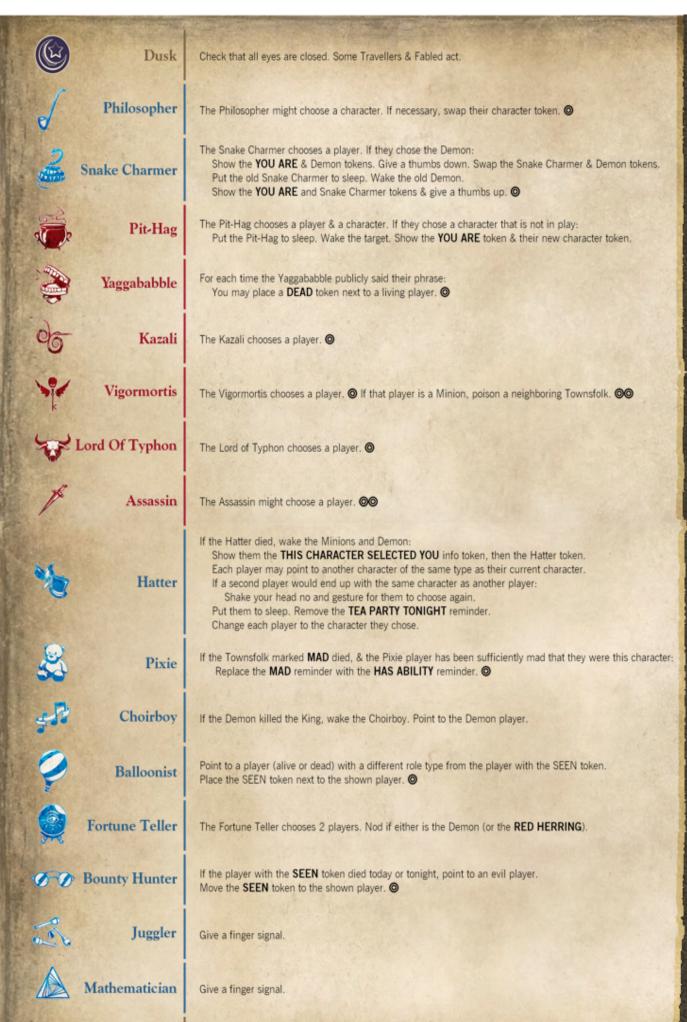
Mathematician
Give a finger signal.

Dawn
Wait a few seconds. Call for eyes open.

Vizier
Declare that the Vizier is in play, and which player it is.

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

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

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.

Yaggababble — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Kazali — The Kazali chooses a player. ◎

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.

Balloonist — 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.