

## **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.



# Empath

Each night, you learn how many of your 2 alive neighbours are evil.



# **High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.



# Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



## Lunatic

Goon

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



## Cerenovus

Godfather

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Assassin

Saint

Balloonist

Exorcist

Alsaahir

Courtier

Farmer

If you die at night,

Sweetheart

When you die,

[+0 or +1 Outsider]

Snake Charmer

Each night, you learn a player

Each night, choose an alive player:

with you & is then poisoned.

then doesn't wake tonight.

Once per day, if you publicly guess

of a different character type than last night.

a chosen Demon swaps characters & alignments

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are

which players are Minion(s) and which are Demon(s),

Once per game, at night, choose a character:

they are drunk for 3 nights & 3 days.

an alive good player becomes a Farmer.

1 player is drunk from now on.

If you die by execution,

your team loses.

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



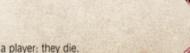
### **Evil Twin**

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



## 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]



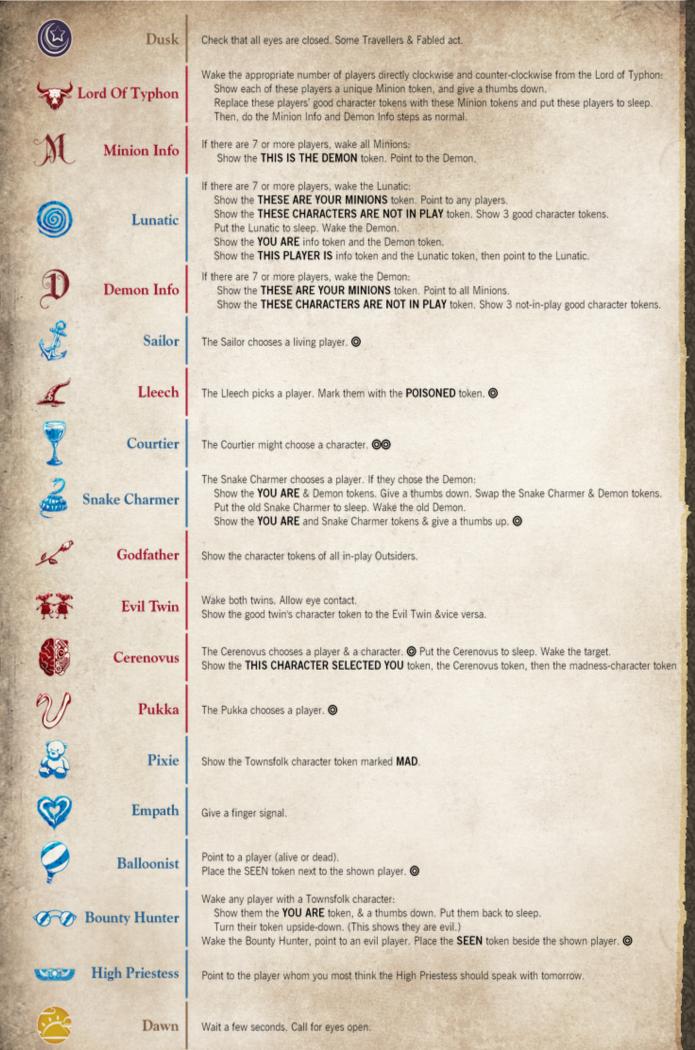
## Fang Gu

Each night\*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu.
& you die instead. [+1 Outsider]



### Lleech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this characters Replace the MAD reminder with the HAS ABILITY reminder. ◎
L.	Sailor	The Sailor chooses a living player.
7	Courtier	The Courtier might choose a character. ◎◎
5	Innkeeper	The Innkeeper chooses 2 players. ⊚⊚⊚
0	Gambler	The Gambler chooses a player & a character.
2	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.
<b>\$</b>	Cerenovus	The Cerenovus chooses a player & a character.  Put the Cerenovus to sleep. Wake the target.  Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token
6	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
	Exorcist	The Exorcist chooses a player.   Put the Exorcist to sleep. If the Exorcist chose the Demon:  Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
V	Pukka	The Pukka chooses a player.
	Fang Gu	The Fang Gu chooses a player.  If they chose an Outsider (once only):  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  Show the YOU ARE and Fang Gu tokens & give a thumbs-down.
A.	Lord Of Typhon	The Lord of Typhon chooses a player. <b>⊚</b>
1	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token.
*	Assassin	The Assassin might choose a player. ⊚⊚
2600	Godfather	If an Outsider died today, the Godfather chooses a player.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ②
×	Farmer	If the Farmer died tonight:  Wake an alive good player.  Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep.  Replace their previous character token with a Farmer character token.
<b>(4)</b>	Empath	Give a finger signal.
	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.
00	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.  Move the <b>SEEN</b> token to the shown player.
كس	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
2	Dawn	Wait a few seconds, Call for eyes open & immediately say who died.