

# Bounty Hunter /

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



### 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.



#### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



#### Savant

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



# Courtier

even if dead.

Klutz

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

You might register as evil & as a Minion or Demon,



# Moonchild

Philosopher

Soldier

You are safe

Alchemist

Cannibal

Minstrel

Choirboy

[+ the King] Banshee

from the Demon.

Once per game, at night,

You have a Minion ability. When using this,

If they are evil, you are poisoned

If the Demon kills the King,

and vote twice per nomination.

until a good player dies by execution.

you learn which player is the Demon.

If the Demon kills you, all players learn this.

From now on, you may nominate twice per day

choose a good character: gain that ability.

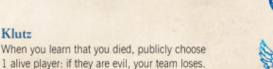
If this character is in play, they are drunk.

the Storyteller may prompt you to choose differently.

You have the ability of the recently killed executee.

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

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.





# Saint

If you die by execution, your team loses.



#### Godfather

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



# Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



#### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



# Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



# Yaggababble

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# Fang Gu

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



Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



# Al-Hadikhia

Each night\*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player.  They immediately learn any 'you start knowing' information.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token.
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
	Courtier	The Courtier might choose 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.   ■
T	Devil's Advocate	The Devil's Advocate chooses a living player.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
	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.
	Al-Hadikhia	The Al-Hadikhia points at three players:  Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep.  Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player.  Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3.  Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.  If all three are alive (none have a shroud), add a shroud to all three.
•	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player.
2600	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
¥	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token.   Publicly announce that the Banshee died.
4	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
<b>2</b>	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
9	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 SEEN token died today or tonight, point to an evil player.  Move the SEEN token to the shown player.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.