



### 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.



### 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

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



### Soldier

You are safe from the Demon.



### Alchemist

You have a Minion ability.  
When using this, the Storyteller may prompt you to choose differently.



### Cannibal

You have the ability of the recently killed executee.  
If they are evil, you are poisoned until a good player dies by execution.



### 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]



### Banshee

If the Demon kills you, all players learn this.  
From now on, you may nominate twice per day and vote twice per nomination.



### 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.



### Moonchild

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

You start knowing each other. For the first time, you can publicly choose a player 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.



### Fang Gu

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



### Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

\*Not the first night





## Dusk

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



## Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. Ⓢ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



## Yaggababble

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



## Minion Info

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



## 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.



## Poisoner

The Poisoner chooses a player. Ⓢ



## Courtier

The Courtier might choose a character. ⓈⓈ



## 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 all in-play Outsiders.



## Devil's Advocate

The Devil's Advocate chooses a living player. Ⓢ



## Pixie

Show the Townsfolk character token marked **MAD**.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Balloonist

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. Ⓢ



## 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. Ⓢ



## 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.



## 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. ☹



## Poisoner

The Poisoner chooses a player. ☹



## Courtier

The Courtier might choose a character. ☹☹



## 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. ☹



## Devil's Advocate

The Devil's Advocate chooses a living 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. ☹



## 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-l 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 **DEAD** token next to a living player. ☹



## 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.



## 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. ☹



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## 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. ☹



## 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. ☹



## Dawn

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