

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.



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

Courtier

Soldier You are safe

from the Demon.

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

Alchemist

Cannibal

Minstrel

Choirboy

[+ the King]

Banshee

Once per game, at night, choose a character:

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.

they are drunk for 3 nights & 3 days.

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 a secret phrase. For each time you said it publicly today, a player might 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]



Lord Of Typhon

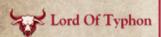
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Riot 🐯 🚡

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





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.



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:

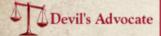
Show the YOU ARE & Demon tokens. Give a thumbs down, Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon.

Show the YOU ARE and Snake Charmer tokens & give a thumbs up. @



Godfather

Show the character tokens of all in-play Outsiders.



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.
1	Poisoner	The Poisoner chooses a player. ⊚
7	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.
170	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.
W	Lord Of Typhon	The Lord of Typhon chooses a player. ⊚
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player.
260	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
W.	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.
C. C.	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
E	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.
60	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.