### 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.

### Oracle
Each night*, you learn
how many dead players are evil.

### Undertaker
Each night*, you learn which character
died by execution today.

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

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

### Snake Charmer
Each night, choose an alive player:
a chosen Demon swaps characters & alignments
with you & is then poisoned.

### Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

### Alsaahir
Once per day, if you publicly guess
which players are Minion(s) and which are Demon(s),
good wins.

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

### Huntsman
Once per game, at night, choose a living player:
the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

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

### Fool
The first time you die,
you don't.

### Butler
Each night, choose a player (not yourself):
tomorrow, you may only vote if they are voting too.

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

### 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.

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

### Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

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

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

### Imp
Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

### 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.

*Not the
first night

**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 character:
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

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

**Sailor** — The Sailor chooses a living player. ◎

**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. ◎

**Witch** — The Witch chooses a player. ◎

**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).

**Lycanthrope** — The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

**Imp** — The Imp chooses a player. ◎ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

**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. ◎

**Lord Of Typhon** — The Lord of Typhon chooses a player. ◎

**Assassin** — The Assassin might choose a player. ◎◎

**Godfather** — If an Outsider died today, the Godfather chooses a player. ◎

**Huntsman** — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Moonchild** — If the Moonchild is due to kill a good player, they die. ◎

**Undertaker** — If a player was executed today, show their character token.

**Oracle** — Give a finger signal.

**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. ◎

**Butler** — The Butler chooses a player. ◎

**High Priestess** — Point to the player whom you most think the High Priestess should speak with tomorrow.

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