



A  
CURE  
FOR  
WHAT  
AILS  
YOU

**CHARLATAN ROLE GUIDE**

---

---

# CHARLATAN

The Charlatan treats patients using whatever is at hand, with little regard for the requirements of conventional medicine. It may increase the odds of failure, but it also increases the rewards of success. They also craft Hokum for a variety of beneficial effects and supplement their income by selling resources and Hokum to other players.

---

---

## SCORING

Cured Patients	5 victory points each
Money	3 victory points each
Faith	2 victory point each
Clout	1 victory points each

*They call me a charlatan, simply because I do a different kind of doctoring, and because the people look to me and my crew not just to heal them, but entertain them as well. They dismiss my experiences out of hand, but I've seen all manner of injury healed, disease banished, infirmity removed, and hope restored, all with a dose of a tincture of my own devising. Most folks, all they really need is a little faith in themselves. And we can provide that, with only a trifling sum to cover our expenses. — “Doc” Cheetum, T. (n.d.-b). Paint Your Medicine Wagon (Vol. 1). Brown Bottle Press*

---

---

## STRATEGY

- Choose Patients with high Money rewards.
- Stock your Shop with in-demand cards.
- Craft Hokum to sell or use yourself.
- Use Miracle Cure liberally, but don't overdo it.

---

---

## SUBSTITUTION

### MIRACLE CURE!

*(Suitable for Basic play)*

*You can substitute Ingredients and Administrations freely. The risk of failure increases, but so do the rewards for success.*

When treating a Patient, you can use any Ingredient in the place of any other, and likewise with Administration methods. For every color, substance, or administration method you use that differs from the Patient's requirements, you take a -1 penalty to the curing roll. (Root Family classifications are ignored for this ability.) However, for every 2 differences, the Clout reward for a successful cure increases by 1, and for every 4 differences, the Money reward increases by 1. Using Miracle Cure is (obviously) not an Exact Match.

*For example, if you attempted to cure a Patient by substituting Black Charcoal for Yellow Sulphur, Red Leeches for Red Blood, and Wax for Nebulizer, you would have a -4 penalty to the roll (1 color + 2 substances + 1 Administration = 4 differences), and the reward if the cure was successful would increase by +2 Clout and +1 Money.*

*Using Miracle Cure does not require an action. You can make these substitutions when assigning resources to a Patient during an attempt to cure.*

*I knew our Hokum had that special property to help turn the tide of the outbreak; the trick was getting the others to buy some.*  
— “Doc” Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.

---

---

# BOARD ACTIONS

## THE SHOP

*(Suitable for Intermediate play)*

### SELL CARDS TO OTHER PLAYERS

You can place Ingredient and Administration cards on the shelves on your Role Board. Other players can buy those cards from you for 2 Reward tokens each as part of a Purchase action. Only cards on the shelves are available for purchase; you cannot sell cards directly from your hand. You can take cards from the shelves and use them when treating a Patient.

The shelves can initially hold 3 cards. You can pay 4 Money to upgrade their capacity to 6 cards, and an additional 6 Money to upgrade them again to hold 9 cards.

### STOCKING THE SHELVES

As a Board action, you can place cards from your hand on the shelves, take cards from the shelves and put them on a Patient, craft Hokum, and upgrade your shop. Once a card is placed on a Patient, it may not be put back into the Shop.

*Because we knew resources were hard to come by, we offered our own selection of items to help others treat their patients – with a very modest markup in price, of course. – “Doc” Cheetum, T. (n.d.-b). The Seven Habits of Highly Effective Snake Oil Salesmen (2nd ed.). Brown Bottle Press.*



---

---

# CRAFTING ACTIONS

## HOKUM

### *(Suitable for Advanced play)*

You can craft and sell items that give a one-time special ability.

Discard 1 Administration card and 1 Ingredient card to gain 1 Hokum token of the corresponding type. These cards may come from your hand, cards on the Shelves, or a combination of the two. Place it in the appropriate space on your Role Board.

To use Hokum, discard a Hokum token (return it to the stock) at the appropriate time to gain its effect as shown in the table below.

Other players can purchase a Hokum token from you during a Purchase Card Action by paying you 2 Reward tokens of any type. They cannot have more than 1 Hokum token of each type.

You can use Hokum directly from the shelf. You cannot hold Hokum in reserve; if a Hokum token is on your Role Board, it's available for purchase.

Hokum can be used to benefit other players. Hokum is limited by the available tokens.

*Some say that patent medicines are a sham, that there's nothing to them, and if the patient gets better, that's just the placebo effect. I say: he got better, didn't he?— Cheetum, D. (n.d.). The Wit and Wisdom of Doc Cheetum (1st ed.). Medical Temperance League. This quote is widely considered apocryphal as Dewey Cheetum was in prison for bootlegging at the time it was reportedly said.*

---

---

# DARK ACT

## GRAVEROBBING

### *(Suitable for Intermediate play)*

*Your treatments don't always work, but that doesn't mean you don't get paid. Now they're dead and broke.*

Destroy a dead Patient card in your Morgue or Graveyard (flip it face-down). Gain the Rewards shown on the Patient card; Clout and Faith are halved (round down). Add 1 Severity to each Patient Card in your Waiting Room and in the Community.

Hokum	Administration card	Effect	When To Use
Dewey's Jumping Toad Elixir	Injection	Reroll with a -3 penalty.	After an unsuccessful curing roll
All-Knowing Hoodoo Candle	Wax	Look at the top 4 cards of either the Ingredient or Administration deck. Keep 1 and discard the rest.	Any time you draw cards
Authentic Voodoo Powder	Powder	Substitutes for any Ingredient with no penalty. Not an Exact Match.	When attempting to cure a Patient
Prof. Anne Howe's Magic Mist	Nebulizer	+2 bonus to a curing roll (including rerolls).	Before a curing roll
Doc Cheetum's Patented Snake Oil	Oil	Prevent a Patient from gaining a Severity token.	Any time a Patient would gain a Severity token

*I liked to think of this as redistributing wealth to a community in need. (By that, of course, I meant us.) – “Doc” Cheetum, T. (n.d.-b). Paint Your Medicine Wagon (Vol. 1). Brown Bottle Press*