

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Village Idiot

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Farmer

If you die at night, an alive good player becomes a Farmer.



Tea Lady

If both your alive neighbors are good, they can't die.

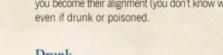


Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]



On your 1st night, choose a player (not yourself): you become their alignment (you don't know which)





If 5 or more players are alive, you must vote for every nomination.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Poisoner

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Marionette

You think you are a good character but you are not. The Demon knows who you are.

[You neighbor the Demon]



Kazali M

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

05	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
05	Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the You Are info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
D	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.
M	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
1	Poisoner	The Poisoner chooses a player. ◎
	Pixie	Show the Townsfolk character token marked MAD.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Mathematician	Give a finger signal.
عسر	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.



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	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
1	Poisoner	The Poisoner chooses a player.
00	Gambler	The Gambler chooses a player & a character. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
9	Kazali	The Kazali chooses a player. ⊚
9	Vortox	The Vortox chooses a player. ⊚
\$	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.
×	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.