

TOWNSFOLK



Pixie

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]

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself):
you become their alignment (you don't know which)
even if drunk or poisoned.



Drunk

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



Zealot

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

MINIONS



Poisoner

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



Marionette

You think you are a good character but you are not.
The Demon knows who you are.
[You neighbor the Demon]



Scarlet Woman

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

DEMONS



Kazali

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



Vortex

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

*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. ☹



Poisoner

The Poisoner chooses a player. ☹



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.



Vortex

The Vortex chooses a player. ☹



Kazali

The Kazali chooses a player. ☹



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.