

# 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