

#### 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]



## 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.



### 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)



## Kazali M

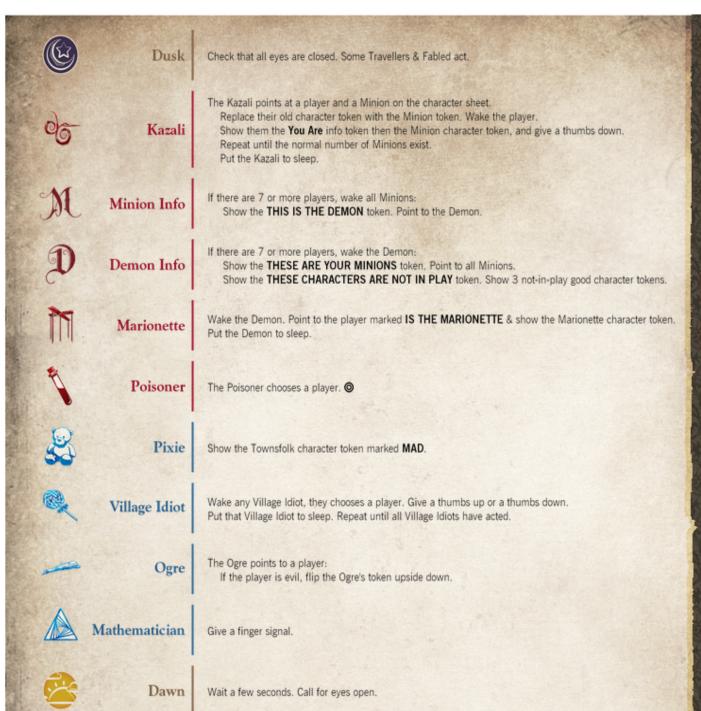
Each night\*, choose a player: they die.

[You choose which players are which Minions.
-? to +? Outsiders]



## Vortox

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



<b>©</b>	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.   Output  Description:
1	Poisoner	The Poisoner chooses a player. <b>⊚</b>
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	Vortox	The Vortox chooses a player. <b>⊚</b>
9	Kazali	The Kazali chooses a player. <b>⊚</b>
2/1	Farmer	If the Farmer died tonight:  Wake an alive good player.  Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep.  Replace their previous character token with a Farmer character token.
Q.	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.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.