

Pixie

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Gambler

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



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.



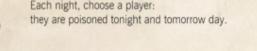
Zealot

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



Poisoner

Each night, choose a player:





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 N

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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
		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.
95	Kazali	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.
M		If there are 7 or more players, wake all Minions:
M	Minion Info	Show the THIS IS THE DEMON token. Point to the Demon.
1	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions.
U		Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
1		Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token.
	Marionette	Put the Demon to sleep.
1	Poisoner	The Poisoner chooses a player.
	Pixie	Show the Townsfolk character token marked MAD.
30	T IAIC	Show the Townston Character token market minu.
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	Empath	Give a finger signal.
عطب	Ogre	The Ogre points to a player:
		If the player is evil, flip the Ogre's token upside down.
A		
	Mathematician	Give a finger signal.
(F-4)	Dawn	Wait a few seconds. Call for eyes open.



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©	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.
1	Poisoner	The Poisoner chooses a player. ⊚
6	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.
05	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.
\$	Empath	Give a finger signal.
	Mathematician	Give a finger signal.
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.