

## 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.



### 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]**

## 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.



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.



Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



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.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



Poisoner

The Poisoner chooses a player. ☹



Pixie

Show the Townsfolk character token marked **MAD**.



Empath

Give a finger signal.



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.





## 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.



## Empath

Give a finger signal.



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open & immediately say who died.