

#### 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.



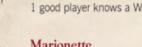
# Zealot

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



#### Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.





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]



# Leviathan >

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



	N. C.	The Kazali points at a player and a Minion on the character sheet.
00	Kazali	Replace their old character token with the Minion token. Wake the player.  Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.
9		Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
-		
	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	and the second	
M	Minion Info	If there are 7 or more players, wake all Minions:
MC		Show the THIS IS THE DEMON token. Point to the Demon.
		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.
00	Kazali	Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.
0		Repeat until the normal number of Minions exist.
		Put the Kazali to sleep.
0		If there are 7 or more players, wake the Demon:
	Demon Info	Show the THESE ARE YOUR MINIONS token. Point to all Minions.
C		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.
	Marionette	Put the Demon to sleep.
	XX2.1	Show the Grimoire for as long as the Widow needs.
(0)	Widow	The Widow picks a player. Mark that player with a POISONED reminder.   Put the Widow to sleep.  Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder.
		Trace any good player. Short areas are made and areas to deep, many areas and are the remainer.
-		
99	Leviathan	Mark the Leviathan with the DAY 1 reminder.
(a)		
44	Pixie	Show the Townsfolk character token marked MAD.
-		
	Empath	Give a finger signal.
*		
_		
	Mathematician	Give a finger signal.
		are a ringer signar.
100	Ogre	The Ogre points to a player:
STATE OF THE PARTY	Ogre	If the player is evil, flip the Ogre's token upside down.
STORE !		
R	The state of the s	
	Dawn	Wait a few seconds. Call for eyes open.
A DESCRIPTION OF THE PERSON OF		
2000		

