

## 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.



### High Priestess

Each night, learn which player  
the Storyteller believes you should talk to most.



### 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.



### 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.



### Scarlet Woman

If there are 5 or more players alive  
& the Demon dies, you become the Demon.  
(Travellers don't count)



### Marionette

You think you are a good character but you are not.  
The Demon knows who you are.  
[You neighbor the Demon]



### Kazali

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.

\*Not the  
first night

## OUTSIDERS

## MINIONS

## DEMONS