

# 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.

# 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



## Widow

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



## 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]



## 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



**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.

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Minion Info**

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

**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.

**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.

**Widow**

Show the Grimoire for as long as the Widow needs.  
 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. ☹

**Leviathan**

Mark the Leviathan with the **DAY 1** reminder. ☹

**Pixie**

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

**Empath**

Give a finger signal.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Mathematician**

Give a finger signal.

**Ogre**

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

**Dawn**

Wait a few seconds. Call for eyes open.





Dusk

Check that all eyes are closed. Some Travellers &amp; Fabled act.



Gambler

The Gambler chooses a player &amp; a character. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Kazali

The Kazali chooses a player. ☹



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹

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. ☹

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.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Mathematician

Give a finger signal.



Dawn

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