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.

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 𝍖
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

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.

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. ◎

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.

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.

Leviathan | Mark the Leviathan with the **DAY 1** reminder. ◎

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. ◎

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.

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.

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 & immediately say who died.

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