

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.



Savant

Each day, you may visit the Storyteller
to learn two things in private:
1 is true & 1 is false.



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]



Zombuul

Each night*, if no-one died today,
choose a player: they die.
The 1st time you die, you live but register as dead.

*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. ☹


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.


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 & Fabled act.



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. ☺



Zombuul

If no one died today, the Zombuul chooses a player. ☺



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.



Dawn

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