Pixie
You start knowing 1 in-play Townsfolk.
If you were mad that you were this character,
you gain their ability when they die.

Fisherman
Once per game, during the day,
visit the Storyteller for some advice
to help your team win.

Empath
Each night, you learn how many
of your 2 alive neighbours are evil.

Farmer
If you die at night,
an alive good player becomes a Farmer.

Gambler
Each night*, choose a player & guess their character:
if you guess wrong, you die.

Tea Lady
If both your alive neighbors are good,
they can't die.

Mathematician
Each night, you learn
how many players' abilities worked abnormally
(since dawn) due to another character's ability.

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.

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

Drunk
You do not know you are the Drunk.
You think you are a Townsfolk character,
but you are not.

Poisoner
Each night, choose a player:
they are poisoned tonight and tomorrow day.

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

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.

Poisoner — The Poisoner chooses a player. ◎

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.

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. ◎
Poisoner		The Poisoner chooses a player. ◎
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.
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. ◎

OTHER NIGHTS