

# 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



## 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. ☹