

# TOWNSFOLK



**Chief**  
You start knowing how many parts  
of each player there are.



**Noble**  
You start knowing 2 players,  
1 and why 1 of which is not.



**Underminer**  
Each night, you learn which character  
died by execution today.



**Lockkeeper**  
Each night, choose 2 players.  
They cannot die tonight, but 1 is drunk until dusk.



**Guardian**  
Each night, choose a player & guess their character.  
If you guess wrong, you die.



**Acrobat**  
Each night, choose a player.  
If they are drunk or possessed,  
you die.



**King**  
Each night, if the dead equal or outnumber the living,  
you learn 1 alive character.  
The Demon knows you are the King.



**Juggler**  
On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.



**Canibal**  
You have the ability of the security robot machine.  
If they are not, you are possessed  
until a good player dies by execution.



**Chameleon**  
If the Demon kills the King,  
you learn which player is the Demon.  
**Is the King?**



**Fiend**  
The first time you die,  
you start.



**Magician**  
The Demon thinks you are a Minion.  
Minions think you are a Demon.



**Psittor**  
Executed good players  
might not die.

# OUTSIDERS



**Builder**  
Each night, choose a player (not yourself).  
Tomorrow, you may only vote if they are voting too.



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



**Moonchild**  
When you learn that you died,  
publicly choose 1 alive player.  
Tonight, if it was a good player, they die.



**Pseudomaster**  
1 player is drunk, even if you die.  
If you guess correct who it is, learn the Demon plays.  
But guess wrong & get their role.

# MINIONS



**Devil's Advocate**  
Each night, choose a living player  
different to last night.  
If executed tomorrow, they start die.



**Consume**  
Each night, choose a player & a good character.  
They are 'dead' they are this character tomorrow,  
or might be executed.



**Phishing**  
Each night, choose a player  
& a character they become (if not in-play).  
If a Demon is made, double tonight are arbitrary.



**Kiss**  
On night 1,  
all Townsfolk are possessed until dusk.  
(10 October)

# DEMONS



**No Death**  
Each night, choose a player: they die.  
Your 2 Townsfolk neighbours are possessed.



**Imp**  
Each night, choose a player: they die.  
If you not yourself this role,  
a Minion becomes the Imp.



**Kiss**  
Each night, choose a player: they die.  
(This choice which players are which Minions,  
if it is 10 October)



**Leash**  
Each night, choose a player: they die.  
You start by choosing a player: they are possessed.  
You die if & only if they are dead.

\*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.



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☹



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.



Chef

Give a finger signal.



Butler

The Butler chooses a player. ☹



Noble

Point to all three players marked **KNOW**.



Dawn

Wait a few seconds. Call for eyes open.





Dusk

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



Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Xaan

Add the **NIGHT** reminder token that matches the current night. ☉  
 On the night that equals the number of Outsiders in play when the game began:  
 Add the **X** reminder to the Grimoire. ☉ Remove it the following dusk.



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Gambler

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



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Cerenovus

The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target.  
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
 Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Imp

The Imp chooses a player. ☉ If the Imp chose themselves:  
 Replace 1 alive Minion token with a spare Imp token.  
 Put the old Imp to sleep. Wake the new Imp.  
 Show the **YOU ARE** token, then show the Imp token.



No Dashii

The No Dashii chooses a player. ☉



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉

Kazali

The Kazali chooses a player. ☉



Choirboy

If the Demon killed the King, wake the Choirboy. Point to the Demon player.



Moonchild

If the Moonchild is due to kill a good player, they die. ☉



Undertaker

If a player was executed today, show their character token.



Juggler

Give a finger signal.



King

If the number of dead players is equal to or exceeds the number of alive players:  
 Wake the King. Show one alive character token. Put the King to sleep.



Butler

The Butler chooses a player. ☉



Dawn

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