

TOWNSFOLK



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



Noble
You start knowing 3 players.
1 and only 1 of which is evil.



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



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



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



Assassin
Each night, choose a player.
If they are drunk or poisoned,
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.



Cannibal
You have the ability of the security role's execute.
If they are evil, you are executed
until a good player dies by execution.



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



Fool
The first time you die,
you start.



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



Pacifist
Executed good players
might not die.

OUTSIDERS



Butler
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.



Minion
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.



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



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



Kite
On night 1,
all Townsfolk are poisoned until dusk.
(10 Minutes)

DEMONS



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



Ojo
Each night, choose a character: they die.
If they are not in play,
the Sanguine chooses who dies.



Kestrel
Each night, choose a player: they die.
(This choice which players are which Minions,
if by 10 Minutes)



Liar
Each night, choose a player: they die.
You start by choosing a player: they are poisoned.
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 & 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 & 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.**No Dashii**

The No Dashii chooses a player. ☉

**Ojo**The Ojo points to a role. If a player has that role, they die. ☉
If the role is out of play, the Storyteller chooses any number of players that die. ☉**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 & immediately say who died.