

TOWNSFOLK



Chef

You start knowing how many pairs of evil players 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 can't die tonight, but 1 is drunk until dusk.



Gambler

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 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 recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Fool

The first time you die, you don't.



Magician

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



Pacifist

Executed good players might not die.



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.



Moonchild

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Pit-Hag

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



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



No Dashii

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 Storyteller chooses who dies.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lleech

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

OUTSIDERS

MINIONS

DEMONS



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.



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.



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.



King

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



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.



Lleech

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



Noble

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



Chef

Give a finger signal.



Butler

The Butler chooses a player. ☉



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.



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



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.

Gambler

The Gambler chooses a player & a character. ☉



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.

Kazali

The Kazali chooses a player. ☉



Lleech

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

Acrobat

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

Moonchild

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



Choirboy

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



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.

Undertaker

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



Juggler

Give a finger signal.



Butler

The Butler chooses a player. ☉



Dawn

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