

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Noble

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



Investigator

You start knowing that 1 of 2 players is a particular Minion.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Undertaker

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Fool

The first time you die, you don't.



Alchemist

You have a not-in-play Minion ability.



Tea Lady

If both your alive neighbours are good, they can't die.



Farmer

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



Choirboy

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

OUTSIDER



Tinker

You might die at any time.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Drunk

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

MINION



Devil's Advocate

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Baron

There are extra Outsiders in play. [+2 Outsiders]



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

A Royal Masquerade V1.4 — by DJ

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  King
- 6  Leech
- 7  Devil's Advocate
- 8  Witch
- 9  Pukka
- 10  Investigator
- 11  Noble
- 12  Dawn

FABLED, JINXES & LORIC

 **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.

FABLED

 **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Devil's Advocate
- 4  Witch
- 5  Scarlet Woman
- 6  Pukka
- 7  Po
- 8  Leech
- 9  Gossip
- 10  Choirboy
- 11  Farmer
- 12  Tinker
- 13  Undertaker
- 14  King
- 15  Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

A Royal Masquerade V1.4 — by DJ

1		Dusk Start the Night Phase.
2		Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3		Demon Info If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		Alchemist Show the Alchemist a not-in-play Minion token
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

A Royal Masquerade V1.4 — by DJ

1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
8		Lleech The Lleech points to a player. That player dies.
9		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
11		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
12		Tinker The Tinker might die.
13		Undertaker If a player was executed today: Show that player's character token.
14		King If there are more dead than living, show the King a character token of a living player.
15		Dawn Wait for a few seconds. End the Night Phase.