

TOWNSFOLK



Steward

You start knowing 1 good player.



High Priestess

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Monk

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



Juggler

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

OUTSIDER



Butler

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



Zealot

If there are 5 or more players alive, you must vote for every nomination.



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Witch

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Pukka

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



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Tor-able Outsiders V1.2 — by Indigo Star

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Snake Charmer
- 6  Witch
- 7  Pukka
- 8  Butler
- 9  Balloonist
- 10  Dawn

FABLED, JINXES & LORIC

-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Plague Doctor & Goblin**
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.
-  **Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

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

LORIC

-  **Tor**
Players don't know their character or alignment. They learn them when they die.

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Monk
- 4  Witch
- 5  Imp
- 6  Pukka
- 7  Juggler
- 8  Balloonist
- 9  Butler
- 10  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

Tor-able Outsiders V1.2 — by Indigo Star

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		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Pukka The Pukka points to a player. That player is poisoned.
8		Butler The Butler points to a player. Mark that player as 'Master'.
9		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Tor-able Outsiders V1.2 — by Indigo Star

- 1  **Dusk**
| Start the Night Phase.
- 2  **Snake Charmer**
| The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
- 3  **Monk**
| The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
- 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  **Imp**
| The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
- 6  **Pukka**
| The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
- 7  **Juggler**
| If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
- 8  **Balloonist**
| Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
- 9  **Butler**
| The Butler points to a player. Mark that player as 'Master'.
- 10  **Dawn**
| Wait for a few seconds. End the Night Phase.