

TOWNSFOLK



Investigator

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Magician

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

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Drunk

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



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Zealot

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



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.

MINION



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Marionette

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Kazali

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



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Boss of Da Mob — by Romen

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  Marionette
- 6  Lil' Monsta
- 7  Snake Charmer
- 8  Godfather
- 9  Mezepheles
- 10  Pixie
- 11  Investigator
- 12  Empath
- 13  Clockmaker
- 14  Dreamer
- 15  Cult Leader
- 16  Spy
- 17  Dawn

FABLED, JINXES & LORIC



Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.



Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.



Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.



Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED



Spirit of Ivory

There can't be more than 1 extra evil player.



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Monk
- 4  Mezepheles
- 5  Fang Gu
- 6  Lil' Monsta
- 7  Godfather
- 8  Gossip
- 9  Empath
- 10  Dreamer
- 11  Cult Leader
- 12  Spy
- 13  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

Boss of Da Mob — by Romen

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		Magician
5		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.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		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.
8		Godfather Show each of the Outsider tokens in play.
9		Mezepheles Show the Mezepheles their secret word.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Spy Show the Grimoire to the Spy for as long as they need.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Boss of Da Mob — by Romen

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		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
5		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.