Kill La Kill v2.0.0 *by Loonicy*

Storm Catcher Djinn

TOWNSFOLK

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

Chef
You start knowing how many pairs of evil players there are.

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

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

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

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Oracle
Each night*, you learn how many dead players are evil.

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

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Fool
The first time you die, you don't.

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

OUTSIDER

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

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

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

MINION

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

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.

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

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON

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

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.

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Lleech
7. Widow
8. Snake Charmer
9. Washerwoman
10. Chef
11. Empath
12. Dreamer
13. Seamstress
14. Bounty Hunter
15. General
16. Mathematician
17. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Mathematician & Lunatic
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Mathematician & Marionette
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED

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

LORIC

Storm Catcher
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Bishop
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Deviant
If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. Dusk
2. Snake Charmer
3. Scarlet Woman
4. Lunatic
5. Imp
6. No Dashii
7. Lleech
8. Professor
9. Empath
10. Dreamer
11. Oracle
12. Seamstress
13. Bounty Hunter
14. General
15. Mathematician
16. 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

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1 D **Dusk**
Start the Night Phase.

2 M **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 D **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 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

7 **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

8 **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.

9 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

10 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

12 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

15 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

17 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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 **No Dashii**
The No Dashii points to a player. That player dies.

7 **Lleech**
The Lleech points to a player. That player dies.

8 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

13 **Bounty Hunter**
If the known evil player has died, point to another evil player.

14 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

16 D **Dawn**
Wait for a few seconds. End the Night Phase.