

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.



Clockmaker

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



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.



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



Lunatic

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



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

Kill La Kill — by Loonicy

FIRST NIGHT

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

FABLED, JINXES & LORIC

-  **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  Scarlet Woman
- 3  Lunatic
- 4  Imp
- 5  No Dashii
- 6  Lleech
- 7  Professor
- 8  Empath
- 9  Dreamer
- 10  Oracle
- 11  Seamstress
- 12  Bounty Hunter
- 13  General
- 14  Mathematician
- 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

Kill La Kill — by Loonicy

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		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		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
3		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.
4		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.
5		No Dashii The No Dashii points to a player. That player dies.
6		Lleech The Lleech points to a player. That player dies.
7		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.
8		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
11		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.
12		Bounty Hunter If the known evil player has died, point to another evil player.
13		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15		Dawn Wait for a few seconds. End the Night Phase.