Killed It with Kisses v1.0.0 *by The Sir Steve*

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Flowergirl
Each night*, you learn if a Demon voted today.



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Sweetheart
When you die, 1 player is drunk from now on.

MINION



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



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



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

DEMON



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



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]



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lil' Monsta
5. Lleech
6. Poisoner
7. Snake Charmer
8. Godfather
9. Witch
10. Pukka
11. Huntsman
12. Damsel
13. Chef
14. Grandmother
15. Seamstress
16. Chambermaid
17. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Harlot

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

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Snake Charmer
5. Witch
6. Scarlet Woman
7. Pukka
8. Lleech
9. Lil' Monsta
10. Godfather
11. Sweetheart
12. Huntsman
13. Damsel
14. Moonchild
15. Grandmother
16. Flowergirl
17. Seamstress
18. Chambermaid
19. 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 
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

5 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

6 
Poisoner
The Poisoner points to a player. That player is poisoned.

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 
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

10 
Pukka
The Pukka points to a player. That player is poisoned.

11 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

13 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

14 
Grandmother
Show the marked character token. Point to the marked player.

15 
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.

16 
Chambermaid
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **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.

5  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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

7  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

9  **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.

10  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11  **Sweetheart**
Choose a player that is drunk.

12  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

13  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

14  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

15  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

16  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

17  **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.

18  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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