

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Bounty Hunter

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



Pixie

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Snake Charmer

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Fool

The first time you die, you don't.

OUTSIDER



Moonchild

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



Lunatic

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



Recluse

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



Damsel

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

MINION



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Mastermind

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



Mezephales

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

DEMON



Pukka

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Boiled Snake 1.4 — by kek

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Poppy Grower
- 6  Lunatic
- 7  King
- 8  Preacher
- 9  Leech
- 10  Snake Charmer
- 11  Mezepheles
- 12  Pukka
- 13  Pixie
- 14  Damsel
- 15  Amnesiac
- 16  Noble
- 17  Bounty Hunter
- 18  Dawn

FABLED, JINXES & LORIC



Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.



Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.



Leech & Mastermind

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



Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Preacher
- 5  Snake Charmer
- 6  Pit-Hag
- 7  Mezepheles
- 8  Lunatic
- 9  Pukka
- 10  No Dashii
- 11  Vigormortis
- 12  Leech
- 13  Assassin
- 14  Choirboy
- 15  Damsel
- 16  Amnesiac
- 17  Moonchild
- 18  Town Crier
- 19  Oracle
- 20  King
- 21  Bounty Hunter
- 22  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

Boiled Snake 1.4 — by kek

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		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.
7		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
8		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
9		Lleech The Lleech points to a player. Place the Poisoned reminder token.
10		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.
11		Mezepheles Show the Mezepheles their secret word.
12		Pukka The Pukka points to a player. That player is poisoned.
13		Pixie Show the Pixie 1 in-play Townsfolk character token.
14		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
15		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
16		Noble Point to 3 players including one evil player, in no particular order.
17		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.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Boiled Snake 1.4 — by kek

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
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		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
7		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.
8		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.
9		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
10		No Dashii The No Dashii points to a player. That player dies.
11		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
12		Lleech The Lleech points to a player. That player dies.
13		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
14		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
15		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
16		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
17		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
18		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
19		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
20		King If there are more dead than living, show the King a character token of a living player.
21		Bounty Hunter If the known evil player has died, point to another evil player.
22		Dawn Wait for a few seconds. End the Night Phase.