

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Fool

The first time you die, you don't.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Grandmother

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



Innkeeper

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Pacifist

Executed good players might not die.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Soldier

You are safe from the Demon.



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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Goon

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



Moonchild

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



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.



Sweetheart

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

MINION



Assassin

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't 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.

DEMON



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Lil' Monsta

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



Pukka

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

Quick Reference

KillMeIfYouCan! — by MRam21

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Sailor
- 6  Lil' Monsta
- 7  Leech
- 8  Poisoner
- 9  Devil's Advocate
- 10  Witch
- 11  Pukka
- 12  Grandmother
- 13  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Innkeeper
- 5  Monk
- 6  Devil's Advocate
- 7  Witch
- 8  Lycanthrope
- 9  Pukka
- 10  Leech
- 11  Lil' Monsta
- 12  Assassin
- 13  Gossip
- 14  Sweetheart
- 15  Moonchild
- 16  Grandmother
- 17  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

KillMeIfYouCan! — by MRam21

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Leech The Leech points to a player. Place the Poisoned reminder token.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
11		Pukka The Pukka points to a player. That player is poisoned.
12		Grandmother Show the marked character token. Point to the marked player.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

KillMelfYouCan! — by MRam21

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
9		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
10		Leech The Leech points to a player. That player dies.
11		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.
12		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.
13		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14		Sweetheart Choose a player that is drunk.
15		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Dawn Wait for a few seconds. End the Night Phase.