Process of Elimination v2.0.0 *by Maegi_v73*

TOWNSFOLK



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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

DEMON



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



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



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Washerwoman
6. Librarian
7. Empath
8. Fortune Teller
9. Butler
10. Clockmaker
11. Seamstress
12. Spy
13. Mathematician
14. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Scarlet Woman
4. Imp
5. No Dashii
6. Vigormortis
7. Barber
8. Sweetheart
9. Ravenkeeper
10. Empath
11. Fortune Teller
12. Town Crier
13. Oracle
14. Seamstress
15. Butler
16. Spy
17. Mathematician
18. D — 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

6  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

8  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

9  **Butler**
The Butler points to a player. Mark that player as 'Master'.

10  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

11  **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.

12  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

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

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 **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.

7 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

9 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

11 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

12 **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).

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

14 **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.

15 **Butler**
The Butler points to a player. Mark that player as 'Master'.

16 **Spy**
Show the Grimoire to the Spy for as long as they need.

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

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