# Deadly Virtues v1.0.0 *by Anna*

Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### 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.



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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



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



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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



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



### Sage
If the Demon kills you, you learn that it is 1 of 2 players.



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

## OUTSIDER



### 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.



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



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

## MINION



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



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



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



### Wraith
You may choose to open your eyes at night. You wake when other evil players do.

## DEMON



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



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



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snake Charmer
6. Witch
7. Mezepheles
8. Amnesiac
9. Empath
10. Dreamer
11. General
12. Dawn

## FABLED, JINXES & LORIC

**Plague Doctor & Wraith**

If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.

**Plague Doctor & Baron**

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Snake Charmer
4. Witch
5. Mezepheles
6. Imp
7. No Dashii
8. Vortox
9. Barber
10. Sweetheart
11. Sage
12. Amnesiac
13. Empath
14. Dreamer
15. Town Crier
16. Oracle
17. General
18. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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 |  | **Snake Charmer**<br>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 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 7 |  | **Mezepheles**<br>Show the Mezepheles their secret word. |
| 8 |  | **Amnesiac**<br>Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 9 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 10 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 11 |  | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 12 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **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 **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.

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

5 **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.

6 **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.

7 **No Dashii**
The No Dashii points to a player. That player dies.

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

9 **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.

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

11 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

12 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

14 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15 **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).

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

17 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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