Anserem Diabolis v1.0.0 *by AlejoFBlack*

TOWNSFOLK

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

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

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

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

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

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.

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

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

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.

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

Soldier
You are safe from the Demon.

OUTSIDER

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

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

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

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

MINION

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

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.

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

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

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.

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

Quick Reference

Anserem Diabolis — by AlejoFBlack

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Godfather
6. Mezepheles
7. Pixie
8. Chef
9. Empath
10. Fortune Teller
11. Butler
12. Dreamer
13. Spy
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Monk
5. Mezepheles
6. Imp
7. No Dashii
8. Vigormortis
9. Assassin
10. Godfather
11. Gossip
12. Sweetheart
13. Moonchild
14. Ravenkeeper
15. Empath
16. Fortune Teller
17. Dreamer
18. Butler
19. Spy
20. Mathematician
21. 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 **Godfather**
Show each of the Outsider tokens in play.

6 **Mezepheles**
Show the Mezepheles their secret word.

7 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

10 **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.

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

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

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

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

15 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
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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
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.

9
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.

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

11
Gossip
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12
Sweetheart
Choose a player that is drunk.

13
Moonchild
If the Moonchild used their ability to target a player today: If that player is good, they die.

14
Ravenkeeper
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

15
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

16
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.

17
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

18
Butler
The Butler points to a player. Mark that player as 'Master'.

19
Spy
Show the Grimoire to the Spy for as long as they need.

20
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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