# Time for Evil v1.0.0 *by Caity*

Djinn

## TOWNSFOLK

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

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

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

### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

### Flowergirl
Each night*, you learn if a Demon voted today.

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

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

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

### Alchemist
You have a not-in-play Minion ability.

### Tea Lady
If both your alive neighbours are good, they can't die.

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

### 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

### Saint
If you die by execution, your team loses.

### Mutant
If you are "mad" about being an Outsider, you might be executed.

### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

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

## MINION

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

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

### 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]

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

## DEMON

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

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

### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. Sailor
7. Lil' Monsta
8. Poisoner
9. Devil's Advocate
10. Witch
11. Grandmother
12. Clockmaker
13. Dreamer
14. Seamstress
15. Chambermaid
16. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Mastermind**

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Devil's Advocate
6. Witch
7. Lunatic
8. Legion
9. Vortex
10. Lil' Monsta
11. Grandmother
12. Ravenkeeper
13. Dreamer
14. Flowergirl
15. Seamstress
16. Chambermaid
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

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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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **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.

6 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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 **Grandmother**
Show the marked character token. Point to the marked player.

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

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

14 **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.

15 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

# Other Nights

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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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

7 **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.

8 **Legion**
Choose a player, that player dies.

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

10 **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.

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

14 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

15 **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.

16 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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