# Unholy Legion v1.0.0 *by Ced*

## TOWNSFOLK

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

### 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.

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

### Undertaker
Each night*, you learn which character died by execution today.

### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

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

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

## OUTSIDER

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

### Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

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

## DEMON

### 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

*Unholy Legion — by Ced*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Amnesiac
6. Chef
7. Fortune Teller
8. D — Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Lunatic
4. Legion
5. Amnesiac
6. Fortune Teller
7. Undertaker
8. 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

*Unholy Legion — by Ced*

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 **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.

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

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

7 **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.

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

# Other Nights

*Unholy Legion — by Ced*

1 **Dusk**
Start the Night Phase.

2 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3 **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.

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

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

6 **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.

7 **Undertaker**
If a player was executed today: Show that player's character token.

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