

## TOWNSFOLK



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

## OUTSIDER



### Saint

If you die by execution, your team loses.



### Mutant

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

## MINION



### Spy

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



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Scarlet Woman

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

## DEMON



### Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



### Vortex

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

# Quick Reference

Every Which Way — by Hystrex

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Widow
- 6  Spy
- 7  Dawn

## FABLED, JINXES & LORIC

### FABLED



#### Sentinel

There might be 1 extra or 1 fewer Outsider in play.

### LORIC



#### Pope

There are duplicate good characters in play. They might also be bluffs.

## OTHER NIGHTS

- 1  Dusk
- 2  Scarlet Woman
- 3  Po
- 4  Vortex
- 5  Spy
- 6  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

*Every Which Way — by Hystrex*

|   |                                                                                   |                                                                                                                                                                                                                                     |
|---|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 |  | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                             |
| 2 |  | <b>Minion Info</b><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 |  | <b>Demon Info</b><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 |  | <b>Marionette</b><br>  Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.                                                                |
| 5 |  | <b>Widow</b><br>  Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token. |
| 6 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                                              |
| 7 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                       |

# Other Nights

*Every Which Way — by Hystrex*

- 1  **Dusk**  
| Start the Night Phase.
- 2  **Scarlet Woman**  
| If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
- 3  **Po**  
| If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
- 4  **Vortex**  
| The Vortex points to a player. That player dies.
- 5  **Spy**  
| Show the Grimoire to the Spy for as long as they need.
- 6  **Dawn**  
| Wait for a few seconds. End the Night Phase.