# What Fresh Hell Is This? v1.0.0 *by NWA Clocktower Club*

Djinn

## TOWNSFOLK



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



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



### 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.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



### Soldier
You are safe from the Demon.



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



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



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



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



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



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



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

## MINION



### 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.



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



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

## DEMON



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



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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



### Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

*What Fresh Hell Is This? — by NWA Clocktower Club*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Washerwoman
6. Librarian
7. Investigator
8. Chef
9. Empath
10. Fortune Teller
11. Butler
12. Nightwatchman
13. Spy
14. Leviathan
15. Dawn

## FABLED, JINXES & LORIC

**Leviathan & Monk**

If the Leviathan nominates and executes the Monk-protected player, good wins.

**Leviathan & Ravenkeeper**

Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

**Leviathan & Soldier**

If the Leviathan nominates and executes the Soldier, good wins.

**Leviathan & Mayor**

If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

**Cannibal & Butler**

If the Cannibal gains the Butler ability, the Cannibal learns this.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Legion
6. Imp
7. Shabaloth
8. Ravenkeeper
9. Empath
10. Fortune Teller
11. Nightwatchman
12. Butler
13. Spy
14. Leviathan
15. 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

*What Fresh Hell Is This? — by NWA Clocktower Club*

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 
**Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

6 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

7 
**Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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 
**Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

14 
**Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

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 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

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

10 **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.

11 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

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

14 **Leviathan**
Change the Leviathan Day reminder for the next day.

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