eyes in the dark

by Red Mist

Townsfolk

Steward
You start knowing 1 good player.

Town Crier
Each night*, you learn if a Minion nominated today.

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

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

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

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

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

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

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

Jinxes

Djinn: Banshee / Vortox
If the Vortox is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.

Outsiders

Hermit
You have all Outsider abilities.
[-0 or -1 Outsider]

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

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

Zealot
If there are 5 or more players alive, you must vote for every nomination.

Minions

Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

Wraith
You may choose to open your eyes at night. You wake when other evil players do.

Witch
Each night, choose a player: if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

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

Demons

Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

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

Kazali
Each night*, choose a player: they die.
[You choose which players are which Minions.
-? to +? Outsiders]

Lleech
Each night*, choose a player: they die. You start by choosing a player: they are poisoned.
You die if & only if they are dead.

* not the first night

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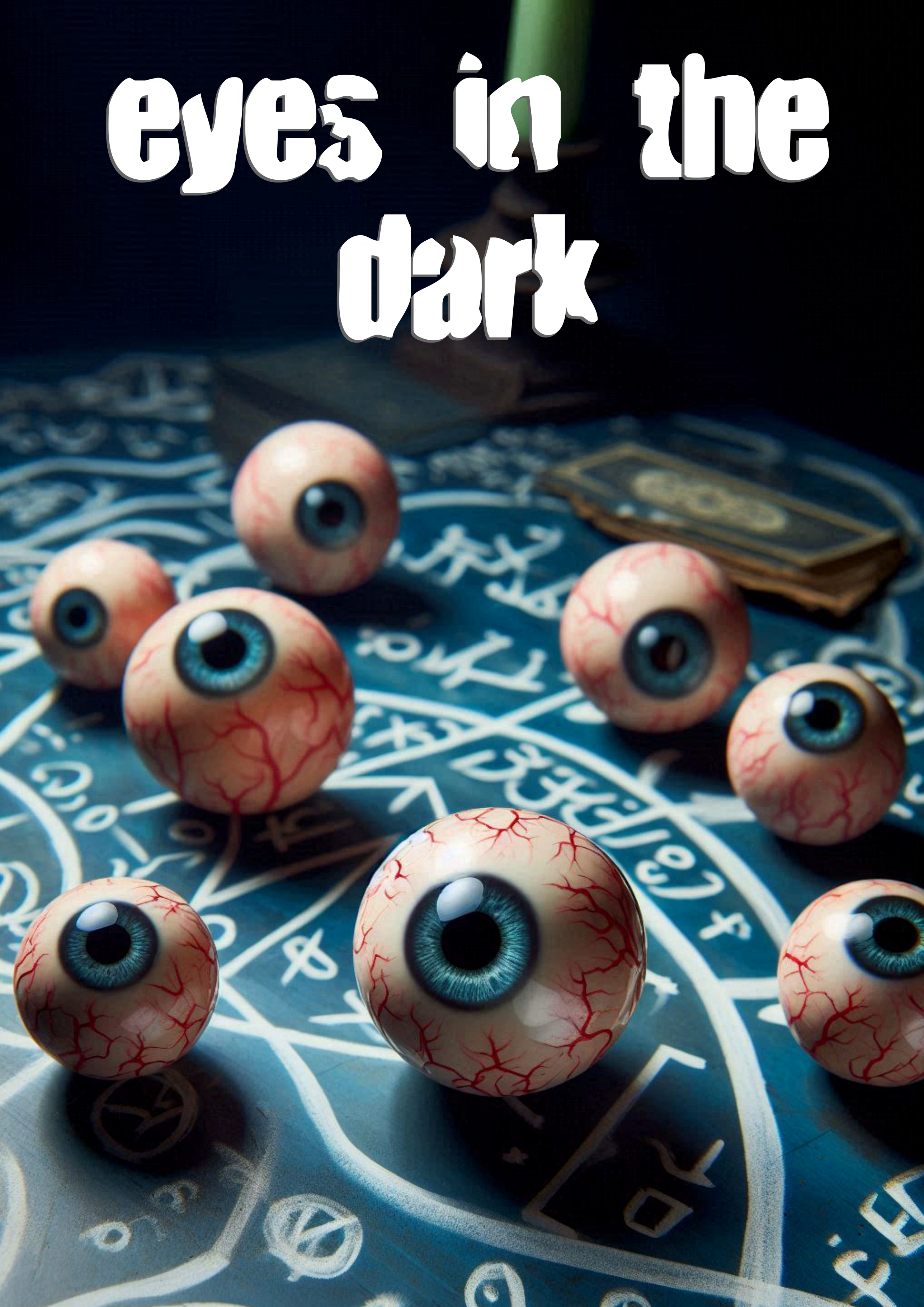

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Trouble Brewing	Bad Moon Rising	Sects and Violets	Experimental
3 (3)	2 (2)	7 (5)	13 (21)

Washerwoman T11

Clockmaker T2

Dreamer T3

Savant T9

Philosopher T8

Sailor T9

Gossip T4

Steward T10

Noble T7

Preacher T8

Town Crier T10

Amnesiac T1

Banshee T1

Recluse T9

Sweetheart T10

Hermit T12

Zealot T12

Scarlet Woman T9

Witch T11

Harpy T4

Wraith T12

Vortox x2 T11

Ojo x2 T7

Kazali x2 T5

Lleech x2 T6

night one

Dusk	
Wraith	Each time you wake an evil player at night, first wake the Wraith. When you put that evil player to sleep, put the Wraith to sleep.
Kazali	Wake, The Kazali points at a player and a Minion script. Swap character token with the Minion token. “You Are” then the Minion. Repeat until all Minions are created.
Philosopher	Wake. No or point at any good role. Sleep. Put new token on grim with IS THE PHILOSOPHER reminder. If was already in play DRUNK reminder on the origional player.
Minion info	- Wake all Minions so they know each other - Point to the Demon
Demon info	- Point to the Minions - Show 3 Out of play Bluffs
Sailor	They point at any player. Put the Sailor to sleep. Either the Sailor or this chosen player becomes drunk - mark them with the DRUNK reminder.
Preacher	Wake, They point to a player. Put to sleep. If player = Minion mark NO ABILITY, wake Minion THIS CHARACTER SELECTED YOU > Preacher. Sleep.
Lleech	Wake the Lleech. They point at any player. That player is poisoned—mark them with the POISONED reminder. Put the Lleech to sleep.
Witch	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
Harpy	Point 1st player, then 2nd player. Mark 1st with MAD and 2nd withe 2ND reminder. Wake the MAD player>THIS CHARACTER SELECTED YOU>Harpy >Point to 2ND.
Amnesiac	While setting up the game, decide what ability the Amnesiac player has. During the game, treat that player as if they had that ability, waking them when needed.
Washerwoman	Wake and point to the players marked TOWNSFOLK and WRONG. Show the character token marked TOWNSFOLK to the Washerwoman. Sleep.
Clockmaker	During the first night, wake the Clockmaker. Show fingers (1, 2 etc.) equaling the distance in players from the Demon to the nearest Minion.
Dreamer	Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment.
Steward	Wake the Steward. Point to the player marked KNOW. Put the Steward to sleep.
Noble	During the first night, wake the Noble. Point to all three players marked KNOW (one being an evil player). Put the Noble to sleep.
Dawn	

other nights

Dusk	
Wraith	Each time you wake an evil player at night, first wake the Wraith. When you put that evil player to sleep, put the Wraith to sleep.
Philosopher	Wake. No or point at any good role. Sleep. Put new token on grim with IS THE PHILOSOPHER reminder. If was already in play DRUNK reminder on the origional player.
Sailor	They point at any player. Put the Sailor to sleep. Either the Sailor or this chosen player becomes drunk - mark them with the DRUNK reminder.
Preacher	Wake, They point to a player. Put to sleep. If player = Minion mark NO ABILITY, wake Minion THIS CHARACTER SELECTED YOU > Preacher. Sleep.
Witch	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
Harpy	Point 1st player, then 2nd player. Mark 1st with MAD and 2nd withe 2ND reminder. Wake the MAD player>THIS CHARACTER SELECTED YOU>Harpy >Point to 2ND.
Scarlet Woman	If the Scarlet Woman becomes the Demon, they become the same type of Demon that died, mark the Scarlet Woman with the IS THE DEMON reminder.
Vortox	Wake the Vortox. They point at any player. That player dies - mark them with the DEAD reminder. Put the Vortox to sleep.
Ojo	Wake. The Ojo points to a character icon on their character sheet. If in play, that player dies. If that is not in play, choose any player. That player dies instead. Sleep.
Lleech	Wake the Lleech. They point at any player. That player dies - mark them with the DEAD reminder. Put the Lleech to sleep.
Kazali	Wake the Kazali. They point at any player. That player dies. - mark them with the DEAD reminder. Put the Kazali to sleep.
Gossip	If the Gossip made a definite, true public statement today, you choose any player. The chosen player dies - mark them with the DEAD reminder.
Witch	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
Harpy	Point 1st player, then 2nd player. Mark 1st with MAD and 2nd withe 2ND reminder. Wake the MAD player>THIS CHARACTER SELECTED YOU>Harpy >Point to 2ND.
Scarlet Woman	If the Scarlet Woman becomes the Demon, they become the same type of Demon that died, mark the Scarlet Woman with the IS THE DEMON reminder.
Vortox	Wake the Vortox. They point at any player. That player dies - mark them with the DEAD reminder. Put the Vortox to sleep.
Ojo	Wake. The Ojo points to a character icon on their character sheet. If in play, that player dies. If that is not in play, choose any player. That player dies instead. Sleep.
Lleech	Wake the Lleech. They point at any player. That player dies - mark them with the DEAD reminder. Put the Lleech to sleep.
Kazali	Wake the Kazali. They point at any player. That player dies. - mark them with the DEAD reminder. Put the Kazali to sleep.
Gossip	If the Gossip made a definite, true public statement today, you choose any player. The chosen player dies - mark them with the DEAD reminder.
Sweetheart	If the Sweetheart dies, you choose any one player to become drunk - mark this player with DRUNK. The Sweetheart does not lose this ability when dead.
Banshee	If the Banshee is killed by the Demon, place the HAS ABILITY reminder token on Banshee and say “The Banshee has awoken” or something similarly dramatic.
Amnesiac	Continue to treat that player as if they had the hidden ability, waking them when needed.
Dreamer	Each night, wake the Dreamer. They point at any player. Show them the players character and one of the opposite alignment.
Town Crier	Wake If the Town Crier is marked MINIONS NOT NOMINATED, shake your head no. If the Town Crier is marked MINION NOMINATED, nod your head yes. Sleep.
Dawn	