(When I Went to the Doctor) I Had Brown Eyes v1.0.0 *by eben*

Spirit of Ivory

TOWNSFOLK



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



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



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



Fool
The first time you die, you don't.

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



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



Snitch
Minions start knowing 3 not-in-play characters.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. Lleech
6. Poisoner
7. Mezepheles
8. Pukka
9. Pixie
10. Amnesiac
11. Chef
12. Empath
13. Grandmother
14. Dawn

FABLED, JINXES & LORIC

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Mezepheles
6. Exorcist
7. Imp
8. Pukka
9. Vortox
10. Lleech
11. Acrobat
12. Sweetheart
13. Amnesiac
14. Grandmother
15. Empath
16. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Snitch**
   After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5. **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
6. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7. **Mezepheles**
   Show the Mezepheles their secret word.
8. **Pukka**
   The Pukka points to a player. That player is poisoned.
9. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
10. **Amnesiac**
    Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11. **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
12. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13. **Grandmother**
    Show the marked character token. Point to the marked player.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **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. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5. 
   Mezepheles
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
6. 
   Exorcist
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7. 
   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.
8. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. 
   Vortox
   The Vortox points to a player. That player dies.
10. 
    Lleech
    The Lleech points to a player. That player dies.
11. 
    Acrobat
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12. 
    Sweetheart
    Choose a player that is drunk.
13. 
    Amnesiac
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14. 
    Grandmother
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
15. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.