# See No Evil_ v2.0.0 *by ManeCharacterSyndrome*

Djinn Spirit of Ivory

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



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



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



### Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### 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.



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



### 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



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

# Quick Reference

*See No Evil_ — by ManeCharacterSyndrome*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Marionette
6. Godfather
7. Washerwoman
8. Librarian
9. Grandmother
10. Balloonist
11. Dawn

## FABLED, JINXES & LORIC

**Marionette & Summoner**

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

**Marionette & Balloonist**

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

### FABLED

**Djinn**

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

**Spirit of Ivory**

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

### RECOMMENDED TRAVELLERS

**Matron**

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Beggar**

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

**Gnome**

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Gambler
4. No Dashii
5. Godfather
6. Acrobat
7. Barber
8. Grandmother
9. Ravenkeeper
10. Balloonist
11. 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 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Marionette**
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.

6  **Godfather**
Show each of the Outsider tokens in play.

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

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

9  **Grandmother**
Show the marked character token. Point to the marked player.

10  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

11 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  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4  **No Dashii**
The No Dashii points to a player. That player dies.

5  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

6  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

7  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

8  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

10  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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