# Private Eyes are Watching You v1.0.0 *by Sammiches*

Sentinel

## TOWNSFOLK



### Steward
You start knowing 1 good player.



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



### 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.



### 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.



### Undertaker
Each night*, you learn which character died by execution today.



### 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.



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



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



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



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



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

## OUTSIDER



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



### Tinker
You might die at any time.



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



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

## MINION



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



### 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.



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



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

## DEMON



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

# Quick Reference

*Private Eyes are Watching You — by Sammiches*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Widow
7. Godfather
8. Pixie
9. Chef
10. Empath
11. Fortune Teller
12. Dawn

## FABLED, JINXES & LORIC

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Innkeeper
5. Gambler
6. Assassin
7. Godfather
8. Gossip
9. Tinker
10. Ravenkeeper
11. Empath
12. Fortune Teller
13. Undertaker
14. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<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 | D | **Demon Info**<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 |  | **Philosopher**<br>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 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Widow**<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. |
| 7 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 8 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 9 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 10 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 11 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 12 | D | **Dawn**<br>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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

6  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

8  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9  **Tinker**
The Tinker might die.

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

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

12  **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.

13  **Undertaker**
If a player was executed today: Show that player's character token.

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