# Eye of the Beholder v1.0.0 *by Ekin*

Spirit of Ivory · Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



**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]



**Village Idiot**
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



**Snake Charmer**
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



**Dreamer**
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



**Oracle**
Each night*, you learn how many dead players are evil.



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



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



**Seamstress**
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



**Princess**
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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

## OUTSIDER



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



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



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



**Klutz**
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

## MINION



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



**Cerenovus**
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



**Pit-Hag**
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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

## DEMON



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



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



**Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



**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

*Eye of the Beholder — by Ekin*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lleech
5. Snake Charmer
6. Cerenovus
7. Mezepheles
8. Butler
9. Dreamer
10. Seamstress
11. Balloonist
12. D — Dawn

## FABLED, JINXES & LORIC

**Pit-Hag & Village Idiot**

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

### FABLED

**Spirit of Ivory**

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

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Snake Charmer
3. Monk
4. Cerenovus
5. Pit-Hag
6. Mezepheles
7. Vigormortis
8. Lleech
9. Sweetheart
10. Dreamer
11. Oracle
12. Seamstress
13. Balloonist
14. Butler
15. D — 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

*Eye of the Beholder — by Ekin*

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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7  **Mezepheles**
Show the Mezepheles their secret word.

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

9  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

10  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

11  **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.

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

# Other Nights

*Eye of the Beholder — by Ekin*

1 D **Dusk**
Start the Night Phase.

2 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer 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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6 **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.

7 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

8 **Lleech**
The Lleech points to a player. That player dies.

9 **Sweetheart**
Choose a player that is drunk.

10 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

13 **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.

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

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