Eldritch Visions v1.22.0 *by Nin*

TOWNSFOLK



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



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



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.



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



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



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



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



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



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



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



Pacifist
Executed good players might not die.

OUTSIDER



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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



Tinker
You might die at any time.

MINION



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



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



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.



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

DEMON



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



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. Lleech
5. Widow
6. Snake Charmer
7. Godfather
8. Librarian
9. Chef
10. Empath
11. Fortune Teller
12. Seamstress
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

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.



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.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Deviant

If you were funny today, you cannot die by exile.



Butcher

Each day, after the 1st execution, you may nominate again.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Snake Charmer
4. Monk
5. No Dashii
6. Lleech
7. Assassin
8. Godfather
9. Acrobat
10. Tinker
11. Ravenkeeper
12. Empath
13. Fortune Teller
14. Undertaker
15. Seamstress
16. Balloonist
17. 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		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
5		**Widow** 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.
6		**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.
7		**Godfather** Show each of the Outsider tokens in play.
8		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		**Fortune Teller** 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		**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.
13		**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.
14	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 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3 
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.

4 
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 
No Dashii
The No Dashii points to a player. That player dies.

6 
Lleech
The Lleech points to a player. That player dies.

7 
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.

8 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

9 
Acrobat
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10 
Tinker
The Tinker might die.

11 
Ravenkeeper
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

12 
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

13 
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.

14 
Undertaker
If a player was executed today: Show that player's character token.

15 
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.

16 
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.

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