Hand-Eye Coordination v1.2.0 *by Bees*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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]



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



Town Crier
Each night*, you learn if a Minion nominated today.



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



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



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



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



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Alchemist
You have a not-in-play Minion ability.

OUTSIDER



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Tinker
You might die at any time.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



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



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Hand-Eye Coordination — by Bees

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Lunatic
6. Poisoner
7. Librarian
8. Dreamer
9. Seamstress
10. Noble
11. Balloonist
12. Spy
13. D — Dawn

FABLED, JINXES & LORIC

Alchemist & Wraith

An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

Plague Doctor & Wraith

If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.

Alchemist & Spy

An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Plague Doctor & Boomdandy

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

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).

Deviant

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

Scapegoat

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

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Monk
4. Lunatic
5. Legion
6. Gossip
7. Tinker
8. Moonchild
9. Dreamer
10. Town Crier
11. Seamstress
12. Juggler
13. Balloonist
14. Spy
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

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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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Lunatic** If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		**Poisoner** The Poisoner points to a player. That player is poisoned.
7		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
8		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		**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.
10		**Noble** Point to 3 players including one evil player, in no particular order.
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		**Spy** Show the Grimoire to the Spy for as long as they need.
13	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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player 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 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

5 **Legion**
Choose a player, that player dies.

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

7 **Tinker**
The Tinker might die.

8 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

10 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

11 **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.

12 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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 **Spy**
Show the Grimoire to the Spy for as long as they need.

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