With Thine Eyes, We See All v1.0.0 *by Autonomous Ace*

Toymaker

TOWNSFOLK



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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.



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

OUTSIDER



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



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

MINION



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



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.

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Widow
5. Empath
6. Dreamer
7. Spy
8. D — Dawn

FABLED, JINXES & LORIC

FABLED

Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

OTHER NIGHTS

1. D — Dusk
2. Barber
3. Professor
4. Empath
5. Undertaker
6. Dreamer
7. Oracle
8. Spy
9. 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.  **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.
5.  **Empath**
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
6.  **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
7.  **Spy**
   Show the Grimoire to the Spy for as long as they need.
8. D **Dawn**
   Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **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.
3. **Professor**
   If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
4. **Empath**
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
5. **Undertaker**
   If a player was executed today: Show that player's character token.
6. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
7. **Oracle**
   Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
8. **Spy**
   Show the Grimoire to the Spy for as long as they need.
9. **Dawn**
   Wait for a few seconds. End the Night Phase.