Fighting Blind v1.0.1 *by Quizoid*

TOWNSFOLK

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

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

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

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

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

Soldier
You are safe from the Demon.

OUTSIDER

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

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION

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

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

DEMON

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Godfather
6. Librarian
7. Empath
8. D — Dawn

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OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Imp
4. Godfather
5. Sweetheart
6. Sage
7. Empath
8. Undertaker
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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

5 **Godfather**
Show each of the Outsider tokens in play.

6 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

8 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 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

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

6 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

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