Eye of the Storm v1.0.0 *by Mevolas Rubenido*

Djinn

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Shugenja

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Dreamer

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Gambler

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Professor

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



Ravenkeeper

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Farmer

If you die at night, an alive good player becomes a Farmer.



Sage

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

OUTSIDER



Moonchild

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



Klutz

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



Sweetheart

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Godfather

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



Pit-Hag

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



Harpy

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



Assassin

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

DEMON



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Vigormortis

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



Ojo

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Godfather
7. Grandmother
8. Dreamer
9. Bounty Hunter
10. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Gambler
5. Pit-Hag
6. Lycanthrope
7. Shabaloth
8. Vortox
9. Vigormortis
10. Assassin
11. Godfather
12. Sweetheart
13. Sage
14. Professor
15. Farmer
16. Moonchild
17. Grandmother
18. Ravenkeeper
19. Dreamer
20. Bounty Hunter
21. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **Magician**
6. **Godfather**
   Show each of the Outsider tokens in play.
7. **Grandmother**
   Show the marked character token. Point to the marked player.
8. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9. **Bounty Hunter**
   Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
10. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

7 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

9 **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.

10 **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.

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

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

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

14 **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.

15 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

17 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

20 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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