Goblins and Harpies and Goons, Ojo Spy! v1.0.0 *by Erik*

Spirit of Ivory Djinn

TOWNSFOLK



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



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



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



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



Tinker
You might die at any time.



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



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

MINION



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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



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



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.

DEMON



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

Goblins and Harpies and Goons, Ojo Spy! — by Erik

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Godfather
6. Dreamer
7. Noble
8. Balloonist
9. Nightwatchman
10. Cult Leader
11. Spy
12. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Spy

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

Plague Doctor & Goblin

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

FABLED

Spirit of Ivory

There can't be more than 1 extra evil player.

Djinn

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

RECOMMENDED TRAVELLERS

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Deviant

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

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Exorcist
6. Lycanthrope
7. Imp
8. Po
9. Godfather
10. Tinker
11. Ravenkeeper
12. Dreamer
13. Balloonist
14. Nightwatchman
15. Cult Leader
16. Spy
17. 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.  **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
7.  **Noble**
   Point to 3 players including one evil player, in no particular order.
8.  **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.
9.  **Nightwatchman**
   The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
10.  **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11.  **Spy**
    Show the Grimoire to the Spy for as long as they need.
12. 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 **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 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

7 **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.

8 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

9 **Godfather**
If an Outsider died today: The Godfather points to a player. That 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 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

15 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

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