Aldebaran - "The Eye" v1.0.0 *by Stoch (Mark)*

Djinn

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Oracle
Each night*, you learn how many dead players are evil.



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



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



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



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



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

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.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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



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



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



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Sailor
6. Marionette
7. Poisoner
8. Pixie
9. Washerwoman
10. Librarian
11. Fortune Teller
12. Clockmaker
13. Seamstress
14. Balloonist
15. Bounty Hunter
16. Spy
17. Dawn

FABLED, JINXES & LORIC

Legion & Hatter

If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Bounty Hunter & Kazali

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Scarlet Woman
6. Legion
7. Vortox
8. Sweetheart
9. Fortune Teller
10. Undertaker
11. Oracle
12. Seamstress
13. Balloonist
14. Bounty Hunter
15. Spy
16. 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 
Poppy Grower
Do not inform the Demon/Minions who each other are

5 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

8 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

9 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

10 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11 
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

12 
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13 
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.

14 
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.

15 
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.

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.

Other Nights

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

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

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

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

9  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

11  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12  **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.

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

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

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