Pos before Ojos v1.0.0 *by Mc.Gnolan*

TOWNSFOLK



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



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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.



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



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



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

DEMON



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Widow
5. Courtier
6. Godfather
7. Mezepheles
8. Amnesiac
9. Librarian
10. Grandmother
11. Chambermaid
12. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Monk
5. Mezepheles
6. Scarlet Woman
7. Exorcist
8. Po
9. Godfather
10. Sweetheart
11. Amnesiac
12. Grandmother
13. Ravenkeeper
14. Undertaker
15. Juggler
16. Chambermaid
17. 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  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

7  **Mezepheles**
Show the Mezepheles their secret word.

8  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

10  **Grandmother**
Show the marked character token. Point to the marked player.

11  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

7  **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.

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

11  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

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

15  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

16  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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