....

Shadows from Another World

....

A social deduction game by Vinnie Rogalski

Version 1.4 - Open Beta Test
August 14, 2025

Saccharine Sorrows Games

CONTENTS

This version of Shadows From Another World was created and released for the open beta test, beginning August 14th, 2025, and may have errors or formatting issues. It may be copied and distributed for the purposes of participating in the beta test. If you play this game, please fill out the Playtest Feedback Form to let us know what you think. Please send any questions to saccharinesorrows@gmail.com, or send us an Ask on Tumblr, or visit https://saccharinesorrows.neocities.org/ to learn more.

Shadows from Another World

The sun rises on June 21st in the year 1901, the first day of Winter in the Antarctic circle. You are a member of the scientific team, or a ship's officer sent on the RRS Revelation, sister to the acclaimed RRS Discovery. The ship has been on lock down, necessary crew are barred from leaving their stations, and VIPs have been confined to their quarters.

In Shadows from Another World, you will take on the role of one of the surviving members of the Revelation's crew, or of an alien creature hiding among the group and trying to escape the ship and overtake the known world. The aliens will be trying to slay as many of the crew as possible, replacing some of them with doppelgängers, and to turn the crew against each other. The remaining human crewmates of the ship will be trying to identify these creatures from among themselves, then nominate who they think are the most likely doppelgängers, and vote democratically to execute them. Those executed will be sent overboard into the frigid Antarctic depths below.

From this point forward, the human characters on the "Good Team" will be referred to as The Survivors and the alien characters on the "Evil Team" will be referred to as "The Shadows" or "The THINGs".

VICTORY: HOW DO WE WIN?

If, at Dawn or Dusk, either of the following conditions are met, the game is over.

-If there are no living THINGs, the game is over and the Good Team wins.

-If the THINGs equal or exceed the number of Survivors, the game is over and the Evil Team wins.

PREPARATION

Before playing a game of Shadows from Another World, one person, preferably one looking to take on the role of Storyteller, needs to pick a selection of Roles for the players to play as. Shadows has 24 Survivor Roles, and 4 THING Roles in its core game.

You will need to know how many players are going to play the game. If you are unsure of the total number of participants, plan for a specific number of players, and select some roles to add or remove based on who is available when you start the game. The Survivor Roles are broken down into 3 groups: Moonlight, Daylight, and Dingus. When selecting Roles, follow the ratios described in the chart below, based on the total number of players.

# of Players	# of THINGS	# of Moonlighters	# of Daylighters	# of Dinguses
5	1	2	1	1
6	1	2	2	1
7	1	2	2	2
8	2	2	2	2
9	2	3	2	2
10	2	3	3	2
11	2	3	3	3
12	3	3	3	3
13	3	4	3	3
14	3	4	4	3
15	3	4	4	4

One player per four total players will play one of the THINGs, and the remaining players will each play a Survivor. The Survivors will be evenly distributed between the three groups: Moonlight, Daylight, and Dingus.

Each player playing a THING should have the same THING role, and when a Survivor is Replicated, they should replace their Role with that same Role.

Each Survivor Role is a member of an Archetype that consists of two Roles. Both Roles of the same Archetype have similar abilities and meaningfully play alike to one another. Each player playing a Survivor should play as a Role from a unique archetype.

The Archetypes of the core game are as follows.

Archetype	Roles	
Accidents	Pyro	Sleepwalker
Assailants	Navigator	Steward
Deducers	Empiricist	Investigator
Early Birds	Boatswain	Wiper
Fools	Drunk	Stowaway
Healers	Doctor	Quartermaster
Judges	Captain	Chaplain
Martyrs	Memory	Spectre
Observers	Biologist	Explorer
Resilients	Cook	Muscle
Responders	Engineer	Soldier
Socialites	First Mate	Lookout

For your first few games of Shadows from Another World, it is recommended that you play with people you know, and that the Storyteller consider who will be playing when selecting Roles. It is not only appropriate but encouraged to cast some of your friends, family, and acquaintances in specific Roles, to give some players characters you think they would enjoy or find charming.

ADVANCED PLAY
It is recommended for groups of players who are experienced with Shadows from Another World, who are looking to challenge themselves and test their skills against their likewise experienced friends, that the Storyteller do any of all of the following…
1: Select roles for both teams who undermine members of the opposite team well.
2: Randomize who is playing which Roles.
3: Combine multiple THING Roles in a single roster.
4: Use both characters from one or two Survivor Archetypes in the same roster.
5: Craft misinformation and control conditions in ways that will cause the most bloodshed.

MATERIALS
1 Deck of Playing Cards
1 Reminder Packet per Player
1 Role Slip for each Survivor Role in play
1 Distant Voice Role Slip per Player
Half as many THING Role Slips as there are players

At the end of this book, you will find pages with the character Roles set up to be printed out, four to a page, which can be cut apart to make Role Slips. Only the sheets containing Roles you intend to use need be printed out. Reminder Packets can also be found at the end of this book. It is best to print the Reminder Packets double-sided if possible. Both Reminder Packets and Character Role sheets can also be found on our website and our itch.io page.

SET UP
Seat each player in a circle or other closed polygon, with only one player designated to the left and right of another. The players to each players' immediate right and left are their Neighbors.

Write each player's name on the front of their Reminder Packet. Place each player's Role in between the pages of their Packet. Hand each player their Packet, with their Role inside, before the game begins.

The ST then begins with an opening narration and then begins the first round at Dusk of Night 1.

CONDITION GLOSSARY
Conditions are a package of continuous rules that apply to the afflicted player.

If you trigger a rule within a condition that causes you to Self-Destruct, such as Frenzied, you are the player who caused your death.

Dead: You have been Executed or Slain, or have Self-Destructed. You become a Distant Voice. You may not use your ability unless it has the [Dead] trait above the description. You cannot be Targeted except by abilities that mention Dead players or the Distant Voice as a viable Target. (If you would awaken at night after you are Slain, the ST will awaken you and show one palm facing up and the other down, then reverse their hands to reveal you are dead. You are still on the same team and have the same alignment as in life.)

Foul: You cannot lose Foul. You register to others' abilities as Evil. If you would be made Foul again, you are Slain instead. If another Foul player is Slain or Executed by a THING, you are Replicated. (Foul is a Hidden condition.)

Frenzied: If you either announce or confirm that you are Frenzied you are Self-Destruct immediately. You may only Nominate your Neighbors. You must Vote anytime a Neighbor is Nominated or a Neighbor Nominates another player. If you Execute another player by Nominating them, you lose Frenzied. (If you are Frenzied the ST will awaken you and show a [clawed hand over their lower face](#))

Missing: You cannot speak, Nominate, or Vote during the Day after you go Missing. You can still use your ability and be Targeted at Night. If you die while Missing, you are still considered a Neighbor to your Neighbors until your death is revealed, and abilities that provide information about you work normally. You Return on the next Dawn after a day you Missed. You are Present when you are not Missing. You cannot be Missing two days in a row. (If you go Missing the ST will state so at Dawn. You count as Missing from Midnight the night you went Missing until Dawn following the Day you were Missing. You will be Slain if attacked on the second night of being Missing.)

Replicated: You cannot lose Replicated. You have been replaced by a doppelgänger. You are now on the Evil team and win only if the THINGs win the game. You lose all conditions besides Replicated. Replace your role with a THING role. You awaken at Midnight and learn who the other THINGs are but may not Attack until the night after you were Replicated. (The ST taps to wake you up at the end of Midnight, then [puts one finger pointing up next to their head and points at you](#) .)

Twisted: You may learn misinformation through your ability. Your ability may incorrectly reveal characters. Your ability may fail to target others. If it fails, you lose Twisted. (Twisted is a Hidden condition, but can be revealed. If your ability fails, the ST will cross their arms wrist over wrist, revealing you are Twisted)

PROCEDURE OF PLAY
Shadows is played in Days, Nights, and Phases within each Day and Night. The game begins on Dusk of Night 1, then proceeds through each phase of the Night, which ends at Dawn, which begins Day 1, then the game proceeds through each phase of Day, which ends at Dusk, then proceeding to Night 2 and beginning the cycle over again.

DUSK/SUNSET
The Storyteller asks if anyone has any questions before we proceed to Night. Any player may raise their hand and ask a public question aloud, or ask for privacy if they wish to ask about their ability or other private or secret information.

The Storyteller then asks for everyone to "go to sleep", meaning to close their eyes and raise one fist out slightly to be tapped if they need to be awakened in the Night. They remind the players to keep gestures and speaking to a respectable minimum at Night.

((ST Reminder: If a mid-game break is needed now is a good time))

PHASE ONE: EVENING
The Storyteller approaches each player with an Evening ability in turn, wakes them up silently, then performs their turn as instructed, typically progressing in a clockwise order.)

STORYTELLER GESTURES
 -Tap each player gently to wake them up
 -Point to players to confirm you know who players are targeting
 -Point to players in sequence to reveal relevant players
 -Show Thumbs up or Thumbs down to give information on Alignment or Yes/No
 -Show arms crossed at the wrist when an ability has failed
 -Show one palm facing up and the other down, then reverse your hands to tell players they have been Slain
 -Show a clawed hand over the lower face to tell players they have been Frenzied
 -Wave your hand over your face from brow to chin to put players to sleep
 -Show back of hand with fingers raised, then pull hand away from yourself while closing fingertips together into "O" to tell players they have gone Missing

---

The Storyteller then announces, "Midnight, final call for Evening abilities". Any player with an Evening ability may raise their hand to announce silently that the Storyteller overlooked them.

The Storyteller then announces, "The Bell Tolls Midnight," and then moves the group to Midnight Phase.

PHASE TWO: MIDNIGHT
The Storyteller taps Shadows to Awaken them. On Night 1, the Storyteller reveals three alias Roles to the THINGs. These are Roles that are not currently in play, and are safe for the THINGs to guise themselves as.

The Storyteller then makes the Foul Sign, putting a finger up next to their head, and points to each Foul Player in turn.

The Storyteller then tells Shadows to point to their preferred target of attack. Each Shadow must select a separate target; they cannot target each other. If they target themselves, they go Missing and activate part of their ability.

The Storyteller points to each target in turn, waiting for that player to nod, to confirm each Shadow's target.

The Storyteller then draws a card for each attack made and reveals them to the THINGs. The value and suit of the card determines the effects of the attack.

Attack Cards

Value Effects:
If you draw an Ace or Joker, ignore its suit, and the Target is Replicated and goes Missing
If you draw a card with a value of 8–K the Target is Twisted in addition to its Suit Effect.
If you draw a card with a value of 2–7 the Target only suffers the Suit Effect

Suit Effects:
If you draw a Spade the Target is Slain and Missing
If you draw a Heart the Target is Slain
If you draw a Club the Target is Missing, and Foul
If you draw a Diamond the target is Frenzied, and Foul

If a target becomes Slain or Replicated due to an attack, they might go Missing but will not gain Foul, Frenzied, or Twisted

---

The Storyteller then taps to Awaken any player who has been Replicated due to a Slaying that happened tonight or an Execution that happened today. That player is now part of the Evil Team, and will win only if the THINGs win. They register as Evil. Their role is the same as the THINGs currently in play.

The Storyteller then asks the Shadows to return to sleep.

The Storyteller then announces "The Bell Tolls One"

PHASE THREE: SMALL HOURS
The Storyteller approaches each player with a Small Hours ability in turn, wakes them up silently, then performs their turn as instructed, typically progressing in a clockwise order.)

> **STORYTELLER GESTURES**
>
> -Tap each player gently to wake them up
> -Point to players to confirm you know who players are targeting
> -Point to players in sequence to reveal relevant players
> -Show Thumbs up or Thumbs down to give information on Alignment or Yes/No
> -Show arms crossed at the wrist when an ability has failed
> -Show one palm facing up and the other down, then reverse your hands to tell players they have been Slain
> -Show a clawed hand over the lower face to tell players they have been Frenzied
> -Wave your hand over your face from brow to chin to put players to sleep
> -Show back of hand with fingers raised, then pull hand away from yourself while closing fingertips together into "0" to tell players they have gone Missing

The Storyteller then announces, "The Midnight Sun rises soon, final call for Small Hours abilities". Any player with a Small Hours ability may raise their hand to announce silently that the Storyteller overlooked them.
The Storyteller announces "The Sun rises but only in spirit."

Then play resumes with a new Dawn Phase

((ST Reminder: If a mid-game break is needed now is a good time))

DAWN/SUNRISE
The Storyteller asks for everyone to "wake up", meaning to open their eyes and ready themselves for the new round.

The Storyteller gives a brief reminder that Frenzied characters should keep their condition secret, and Missing and Silenced characters should keep speaking and gestures to a minimum.

The Storyteller then asks for everyone's attention, and narrates a confirmation of who was Executed yesterday, and a reveal of who is newly Missing, newly Returned, newly Slain, or unexpectedly still alive.

The Storyteller announces how many Execution Points are now available. The group spends an Execution Point each time a successful Execution occurs. The group may only Execute players if they have an Execution Point available to spend.

The group begins with zero Execution Points, and gains one Execution point every Dawn that a player is revealed to be Slain. They also gain One Execution Point every second consecutive Dawn that they have zero Execution Points.

The Storyteller moves the group to the Discussion Phase.

((ST Reminder: For clarity to announce each phase transition))

PHASE FOUR: DISCUSSION

This is an open ended phase where players who are living and present, or dead and no longer silenced, may speak freely of the events that have transpired, what new information they have, and what strategy they should employ, and put forward theories of who the Shadows may be given all thus revealed.

This Phase ends when the Storyteller calls Time, or when the Storyteller accepts someone's verbal bid to begin Nominations. The Storyteller may set their own timer for this phase or end this phase at their own discretion.

PHASE FIVE: NOMINATION:

The Storyteller skips this phase and begins Dusk if there are no Execution Points available.

The Storyteller asks everyone to close their eyes and says, "We seek a Nomination for Execution. Raise your hand if you are willing".

Each player who wants to Nominate someone for Execution must raise their hand. Then the Storyteller will asks, "Who here will give testimony most lethal?" everyone who wishes to Nominate confirms by saying either "Aye" or "I Will".

If no one confirms, the Storyteller asks, "Are we all at peace for today?" If no one says "No" or otherwise rejects not Executing someone, end the day and proceed to Dusk.

If a singular player says "Aye" or "I Will", then they may Nominate a player of their choosing by pointing at them and naming them.

If multiple players say "Aye" or "I Will", the Storyteller draws a card from the deck for each player who confirmed. The player with the highest value card goes first. Number values ascend normally, Jack = 11, Queen = 12, King = 13, Ace = 14. If the two highest cards are valued the same, the suits break ties as follows: Spades beat Hearts, which beats Diamonds, which beats Clubs.

The player with the highest card must Nominate now or back out of Nomination for the rest of the day. If they back out, the next player with their hand raised going clockwise gets the option to Nominate.

Once someone is confirmed for Nomination, the Storyteller says, "Will anyone Second this Nomination?" If any player other than the Nominator raises their hand and says "Aye" or "I Will", then the Nomination has been Seconded and a Vote will come to pass. Anyone who can Nominate may Second.

Once a Nomination has been Seconded, the Storyteller says "Nominee you may give your defense to the crew, and you may call upon another willing member to help plead your case"

PHASE SIX: DEFENSE
The Nominated player may now defend themselves by any verbal means they deem fit. They may also call upon other players to help them plead their case, but only one may agree to speak in their defense. Players other than the Nominee and the player helping defend them should keep speech to a bare minimum during this Phase.

After giving the nominee and a potential ally time to speak their case, the Storyteller calls for a Vote saying "Let us begin the Vote".

PHASE SEVEN: VOTING
The Storyteller says "All in favor of the Nominee's Execution please raise your hand." The Storyteller then counts the number of votes and secretly records the total. The Nominator must vote for the Nominee but anyone else is free to either vote or abstain.

If the number of votes for the Nominee's Execution is equal to or greater than half the number of living players, rounded down, the vote is confirmed. Otherwise, the Execution is repealed. The Nominee may not be Nominated again today, and the Nominator may not Nominate anyone else today. Move on to Further Nominations

PHASE EIGHT: FURTHER NOMINATIONS
If 3 nominations have been made, move to the Execution phase.

Otherwise, the Storyteller returns the group to Phase Two: Nomination, but with a few additions.
-Anyone who has already Nominated someone cannot Nominate another player.
-Anyone who was already Nominated cannot be Nominated again.

If no one raises their hand for Nomination, the Storyteller moves to Phase Nine: Execution.

PHASE NINE: EXECUTION

The Storyteller announces who is Executed today. The nominated player with the most votes is Executed. If there is a tie, the Storyteller draws a card, revealing it to no one. On a High card (A, K, Q, J, or 10) the last Nominated player is Executed, on a Mid card (9, 8, 7, or 6) the second Nominated player is Executed, on a Low card (5, 4, 3, or 2) the first Nominated player is Executed, on a Joker no Execution occurs today.

If you are Executed, the player who nominated you Executed you.

The Storyteller narrates the player's execution in a style of their choice.
((ST Reminder: If a mid-game break is needed now is a good time))

CHARACTER ROLES:

THE DECEASED

Distant Voice: [Misc.]

{This is a Secondary role that you can be while still retaining your original role}

[When you Die]

-You are Silenced until the next Execution.

-You lose all conditions besides Dead and Silenced.

[All Phases]

-You cannot gain conditions except Silenced.

[Nominations]

-You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases.

[Voting]

If you vote for an execution you are Silenced until after the next Execution.

THE SURVIVORS | OUR HEROES: The Good Team

MOONLIGHT SURVIVORS

Doctor: [Healer]

[Evening][Prevention]

-You Awaken and may target a player. If you Target a player who would be Slain or Replicated tonight, you prevent that Attack. Your Target loses all conditions. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Empiricist: [Deducer]

[Small Hours][Learning]

-You Awaken and may Target another player who isn't your Neighbor. You learn how many amongst your Target and your Neighbors are Evil. Foul players register as Evil. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one. Then the ST shows you a number of fingers, max 3)

First Mate: [Socialite]

[Evening][Prevention]

-You Awaken and may Target another player. Players nominated tomorrow by your target cannot be Executed. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Investigator: [Deducer]
[Small Hours][Learning]
-You Awaken and may Target two other players. You learn if they are the same alignment or not. Foul Players register as Evil. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one. Target players one at a time. The ST shows Thumbs Up for "same alignment" and Thumbs Down for "different alignment".)

Lookout: [Socialite]
[Evening][Prevention]
-You Awaken and may Target a player. Your Target cannot be Executed tomorrow. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Navigator: [Assailant]
[Small Hours][Attack]
-If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who was Missing today. They are Slain and go Missing. If you Slay someone, the group loses an Execution. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Quartermaster: [Healer]
[Evening][Prevention]
-You Awaken and may Target another player. Attacks and abilities that make your target Foul, Frenzied, Replicated, or Twisted are Prevented. Your Target loses all conditions. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Steward: [Assailant]
[Small Hours][Attack]
-If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who made a Nomination today. They are Slain and go Missing. If you Slay someone, the group loses an Execution Point. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

DAYLIGHT SURVIVORS

Biologist: [Observer]
[Small Hours][Learning]
-You Awaken to learn how many Evil Players were Alive at the beginning of Small Hours. Foul players register as Evil. (Then the ST shows you a number of fingers equal to the number of Evil players, max. 5)

Captain: [Judge]
[Voting]
-Your vote for Executions secretly counts as two votes. (When counting the votes the ST silently adds an extra vote to the person you Voted for. Secret votes may make it look like the wrong person gets Executed.)
[Execution]
-If you would be Executed by a Good player, you go Missing instead. (The ST reveals that when brought to your Execution, you were found Missing. If other players were Nominated, one of them is Executed instead.)

Chaplain: [Judge]
[All Phases]
-You cannot register as Evil to other players even if you are Foul and/or they are Twisted. (If you are Foul or other players are Twisted, you will still register as Good to them.)
[Voting]
-If you Vote for a Survivor you didn't Nominate, your vote is secretly not counted. (When counting the votes the ST silently removes your vote. Secret votes may make it look like the wrong person gets Executed)
[Nomination]
-Your vote secretly counts as two votes when you Nominate a player. (When counting the votes the ST silently adds an extra vote to the person you Voted for. Secret votes may make it look like the wrong person gets Executed)

Cook: [Resilient]
[All Phases]
-You cannot be Frenzied. (The ST will awaken you at Midnight if you are attacked and show you a clawed hand over their lower face, then shakes their head to reveal you have been attacked but Frenzy doesn't work on you)
-If you are not Foul, and would be Slain or Replicated, you are Made Foul instead. (Passive)

[Execution]
--If you would be Executed by a Good player, you go Missing instead. (The ST reveals that when brought to your Execution, you were found Missing. If other players were Nominated, one of them is Executed instead.)

Engineer: [Responder]
[All Phases]
-If you are Slain, you survive until Dawn and are Slain then instead. (Passive)
[Small Hours][Revealing]
-If you are Targeted by one or more players at Night, you Awaken that Night and those players are revealed to you, max 2. (The ST points to one player, or to one player and then to the other, to reveal up to two players who targeted you)

Explorer: [Observer]
[Small Hours][Learning]
-You Awaken to learn if both your Neighbors are Good or if one or both are Evil. Foul players register as Evil. (The ST gives a Thumbs Up if both are Good, or Thumbs Down if one or both are Evil.)

Muscle: [Resilient]
[All Phases]
-You cannot be Slain. (Passive)
-You cannot be Replicated unless you are Foul. (Passive)

Soldier: [Responder]
[All Phases]
-If you are Slain, you survive until Dawn and are Slain then instead. (Passive)
[Small Hours][Revealing][Attack]
-If you are Attacked by a player you Awaken that Night and two players are revealed to you; one of them is your attacker. (The ST points to one player, then to the other.)
-You may target either revealed player, they are Slain. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

DINGUS SURVIVORS

Boatswain [Early Bird]
[Small Hours][Learning]
-On the First Night only, you Awaken to learn the role of a number of random other Good players equal to the number of THINGs in the game, each of whom survived the first night. (The ST points to each survivor in turn).

Drunk: [Fool]
[Beginning of Game]
-You begin the game Twisted. (Passive)
[Small Hours][Learning]
-You Awaken each Night and must Target two other players. You learn how many of them are THINGs. (Point at each Target and the ST will point at them to confirm. Target players one at a time. Then the ST shows you a number of fingers, max 2.)

Memory: [Martyr]
[All Phases]
-You have no ability while you are Alive. (Passive)
[Dead][All Phases]
-You are not Silenced when you are Slain or Executed, and cannot be Silenced once Dead.

Pyro: [Accident]
[Beginning of Game]
-You begin the Game Frenzied. (Passive)
[All Phases]
-If you admit you're the Pyro, you Self-Destruct. (Passive)
-If you Self-Destruct, a number of other random players close to you, equal to the number of players that have been Executed, Self-Destruct immediately. (The ST calls for a Hold on the current Phase, then narrates your death. Then, for each other player to Self-Destruct, the ST draws a card. If Black Suited, the nearest Evil Player to you Self-Destructs, if Red Suited the nearest Good Player to you Self-Destructs, if two are equidistant, the nearest clockwise player breaks ties.)

Sleepwalker [Accident]
[Evening]
-You go Missing every Night you aren't already Missing. (Passive)
[Small Hours]
-You Awaken the Night before your Return, and must Target another player.
Your Target goes Missing.

Spectre: [Martyr]
[All Phases]
-You have no ability while you are Alive. (Passive)
[Dead][Evening][Revealing]
-You Awaken the Night after you are Executed or revealed Slain; two Players are
revealed to you, one of them is a THING.

Stowaway: [Fool]
[All Phases]
-You register as Evil and as a THING, ignoring conditions. (Passive)
-If you register to a Learning ability, all other players that register to that ability
alongside you register correctly, ignoring conditions. (Passive)

Wiper [Early Bird]
[Small Hours][Learning]
-On the First Night only, you Awaken to learn how many seats the nearest
THING is from you. (The ST reveals a number of fingers, max 5 fingers. You are
1 seat away from each of your neighbors)

THE SHADOWS | THOSE THINGS: The Evil Team

The THING in The Ice
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes your Target Foul, and Missing. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you are Executed by a THING, they may make up to two Attacks against two different players tonight. (Passive)
-If you are Executed or Slain by a Survivor, you Survive until next Midnight. You Awaken then, and may make one final Attack. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and on the Night before your Return, you may make two Attacks against two different players. You must be Present for an Execution before targeting yourself again. (Point at your Target and the ST will Point at them to confirm, then draw the card for the first Attack. Then repeat for the second Target.)

The THING From Beyond the Stars
-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING that Drifted Ashore
-At the beginning of game, one Non-Twisted Survivor becomes Twisted.
-Twisted characters register as Evil.
-If you Target yourself, you go Missing and the closest Non-Twisted Survivor becomes Twisted. You must be Present for an Execution before targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING that Could Not Die

-If a Survivor Executes another player, they become Frenzied and Foul at the beginning of Midnight the following night.

-If you are Nominated for Execution, votes of Evil players are secretly not counted. Foul players count as Evil.

-If you would be Executed by an Evil player, or be Executed by less than 2 votes, you go Missing instead.

-If you Target yourself, you go Missing and cannot be Slain until you Return. You must be Present for an Execution before targeting yourself again. (Passive)

Distant Voice: [Misc.]

{This is a Secondary role that you can be while still retaining your original role}

[When you Die]

-You are Silenced until the next Execution.

-You lose all conditions besides Dead and Silenced.

[All Phases]

-You cannot gain conditions except Silenced.

[Nominations]

-You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases.

[Voting]

If you vote for an execution you are Silenced until after the next Execution.

Distant Voice: [Misc.]

{This is a Secondary role that you can be while still retaining your original role}

[When you Die]

-You are Silenced until the next Execution.

-You lose all conditions besides Dead and Silenced.

[All Phases]

-You cannot gain conditions except Silenced.

[Nominations]

-You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases.

[Voting]

If you vote for an execution you are Silenced until after the next Execution.

Distant Voice: [Misc.]

{This is a Secondary role that you can be while still retaining your original role}

[When you Die]

-You are Silenced until the next Execution.

-You lose all conditions besides Dead and Silenced.

[All Phases]

-You cannot gain conditions except Silenced.

[Nominations]

-You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases.

[Voting]

If you vote for an execution you are Silenced until after the next Execution.

Distant Voice: [Misc.]

{This is a Secondary role that you can be while still retaining your original role}

[When you Die]

-You are Silenced until the next Execution.

-You lose all conditions besides Dead and Silenced.

[All Phases]

-You cannot gain conditions except Silenced.

[Nominations]

-You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases.

[Voting]

If you vote for an execution you are Silenced until after the next Execution.

Doctor: [Healer]
[Evening][Prevention]
-You Awaken and may target a player. If you Target a player who would be Slain or Replicated tonight, you prevent that Attack. Your Target loses all conditions. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Biologist: [Observer]
[Small Hours][Learning]
-You Awaken to learn how many Evil Players were Alive at the beginning of Small Hours. Foul players register as Evil. (Then the ST shows you a number of fingers equal to the number of Evil players, max. 5)

Boatswain [Early Bird]
[Small Hours][Learning]
-On the First Night only, you Awaken to learn the role of a number of random other Good players equal to the number of THINGs in the game, each of whom survived the first night. (The ST points to each survivor in turn).

Empiricist: [Deducer]
[Small Hours][Learning]
-You Awaken and may Target another player who isn't your Neighbor. You learn how many amongst your Target and your Neighbors are Evil. Foul players register as Evil. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one. Then the ST shows you a number of fingers, max 3)

Captain: [Judge]
[Voting]
-Your vote for Executions secretly counts as two votes. (When counting the votes the ST silently adds an extra vote to the person you Voted for. Secret votes may make it look like the wrong person gets Executed.)
[Execution]
-If you would be Executed by a Good player, you go Missing instead. (The ST reveals that when brought to your Execution, you were found Missing. If other players were Nominated, one of them is Executed instead.)

Drunk: [Fool]
[Beginning of Game]
-You begin the game Twisted. (Passive)
[Small Hours][Learning]
-You Awaken each Night and must Target two other players. You learn how many of them are THINGs. (Point at each Target and the ST will point at them to confirm. Target players one at a time. Then the ST shows you a number of fingers, max 2.)

First Mate: [Socialite]
[Evening][Prevention]
-You Awaken and may Target another player. Players nominated tomorrow by your target cannot be Executed. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)

Cook: [Resilient]
[All Phases]
-You cannot be Frenzied. (The ST will awaken you at Midnight if you are attacked and show you a clawed hand over their lower face, then shakes their head to reveal you have been attacked but Frenzy doesn't work on you)
-If you are not Foul, and would be Slain or Replicated, you are Made Foul instead. (Passive)
[Execution]
--If you would be Executed by a Good player, you go Missing instead. (The ST reveals that when brought to your Execution, you were found Missing. If other players were Nominated, one of them is Executed instead.)

Memory: [Martyr]
[All Phases]
-You have no ability while you are Alive.
(Passive)
[Dead][All Phases]
-You are not Silenced when you are Slain or
Executed, and cannot be Silenced once Dead.

Investigator: [Deducer]
[Small Hours][Learning]
-You Awaken and may Target two other
players. You learn if they are the same
alignment or not. Foul Players register as
Evil. (Point at your Target and the ST will
point at them to confirm, or raise one palm
towards the ST to Target no one. Target
players one at a time. The ST shows Thumbs
Up for "same alignment" and Thumbs Down
for "different alignment".)

Chaplain: [Judge]
[All Phases]
-You cannot register as Evil to other players
even if you are Foul and/or they are Twisted.
(If you are Foul or other players are Twisted,
you will still register as Good to them.)
[Voting]
-If you Vote for a Survivor you didn't
Nominate, your vote is secretly not counted.
(When counting the votes the ST silently
removes your vote. Secret votes may make it
look like the wrong person gets Executed)
[Nomination]
-Your vote secretly counts as two votes when
you Nominate a player. (When counting the
votes the ST silently adds an extra vote to the
person you Voted for. Secret votes may make
it look like the wrong person gets Executed)

Pyro: [Accident]
[Beginning of Game]
-You begin the Game Frenzied. (Passive)
[All Phases]
-If you admit you're the Pyro, you
Self-Destruct. (Passive)
-If you Self-Destruct, a number of other
random players close to you, equal to the
number of players that have been Executed,
Self-Destruct immediately. (The ST calls for a
Hold on the current Phase, then narrates
your death. Then, for each other player to
Self-Destruct, the ST draws a card. If Black
Suited, the nearest Evil Player to you
Self-Destructs, if Red Suited the nearest Good
Player to you Self-Destructs, if two are
equidistant, the nearest clockwise player
breaks ties.)

Lookout: [Socialite]	Engineer: [Responder]
[Evening][Prevention]	[All Phases]
-You Awaken and may Target a player. Your Target cannot be Executed tomorrow. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)	-If you are Slain, you survive until Dawn and are Slain then instead. (Passive)
	[Small Hours][Revealing]
	-If you are Targeted by one or more players at Night, you Awaken that Night and those players are revealed to you, max 2. (The ST points to one player, or to one player and then to the other, to reveal up to two players who targeted you)
Sleepwalker [Accident]	Navigator: [Assailant]
[Evening]	[Small Hours][Attack]
-You go Missing every Night you aren't already Missing. (Passive)	-If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who was Missing today. They are Slain and go Missing. If you Slay someone, the group loses an Execution. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)
[Small Hours]	
-You Awaken the Night before your Return, and must Target another player. Your Target goes Missing.	

Explorer: [Observer] [Small Hours][Learning] -You Awaken to learn if both your Neighbors are Good or if one or both are Evil. Foul players register as Evil. (The ST gives a Thumbs Up if both are Good, or Thumbs Down if one or both are Evil.)	Spectre: [Martyr] [All Phases] -You have no ability while you are Alive. (Passive) [Dead][Evening][Revealing] -You Awaken the Night after you are Executed or revealed Slain; two Players are revealed to you, one of them is a THING.
Quartermaster: [Healer] [Evening][Prevention] -You Awaken and may Target another player. Attacks that make your target Foul, Frenzied, Replicated, or Twisted are Prevented. Your Target loses all conditions. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)	Muscle: [Resilient] [All Phases] -You cannot be Slain. (Passive) -You cannot be Replicated unless you are Foul. (Passive)

Stowaway: [Fool] [All Phases] -You register as Evil and as a THING, ignoring conditions. (Passive) -If you register to a Learning ability, all other players that register to that ability alongside you register correctly, ignoring conditions. (Passive)	Steward: [Assailant] [Small Hours][Attack] -If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who made a Nomination today. They are Slain and go Missing. If you Slay someone, the group loses an Execution Point. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)
Soldier: [Responder] [All Phases] -If you are Slain, you survive until Dawn and are Slain then instead. (Passive) [Small Hours][Revealing][Attack] -If you are Attacked by a player you Awaken that Night and two players are revealed to you; one of them is your attacker. (The ST points to one player, then to the other.) -You may target either revealed player, they are Slain. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)	Wiper [Early Bird] [Small Hours][Learning] -On the First Night only, you Awaken to learn how many seats the nearest THING is from you. (The ST reveals a number of fingers, max 5 fingers. You are 1 seat away from each of your neighbors)

The THING in The Ice
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes your Target Foul, and Missing. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you are Executed by a THING, they may make up to two Attacks against two different players tonight. (Passive)
-If you are Executed or Slain by a Survivor, you Survive until next Midnight. You Awaken then, and may make one final Attack. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and on the Night before your Return, you may make two Attacks against two different players. You must be Present for an Execution before targeting yourself again. (Point at your Target and the ST will Point at them to confirm, then draw the card for the first Attack. Then repeat for the second Target.)

The THING From Beyond the Stars
-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING From Beyond the Stars
-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING From Beyond the Stars
-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING From Beyond the Stars
-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)
-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING that Drifted Ashore
-At the beginning of game, one Non-Twisted Survivor becomes Twisted.
-Twisted characters register as Evil.
-If you Target yourself, you go Missing and the closest Non-Twisted Survivor becomes Twisted. You must be Present for an Execution before targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)

The THING that Could Not Die
-If a Survivor Executes another player, they become Frenzied and Foul at the beginning of Midnight the following night.
-If you are Nominated for Execution, votes of Evil players are secretly not counted. Foul players count as Evil.
-If you would be Executed by an Evil player, or be Executed by less than 2 votes, you go Missing instead.
-If you Target yourself, you go Missing and cannot be Slain until you Return. You must be Present for an Execution before targeting yourself again. (Passive)

The THING that Could Not Die
-If a Survivor Executes another player, they become Frenzied and Foul at the beginning of Midnight the following night.
-If you are Nominated for Execution, votes of Evil players are secretly not counted. Foul players count as Evil.
-If you would be Executed by an Evil player, or be Executed by less than 2 votes, you go Missing instead.
-If you Target yourself, you go Missing and cannot be Slain until you Return. You must be Present for an Execution before targeting yourself again. (Passive)

The THING that Could Not Die
-If a Survivor Executes another player, they become Frenzied and Foul at the beginning of Midnight the following night.
-If you are Nominated for Execution, votes of Evil players are secretly not counted. Foul players count as Evil.
-If you would be Executed by an Evil player, or be Executed by less than 2 votes, you go Missing instead.
-If you Target yourself, you go Missing and cannot be Slain until you Return. You must be Present for an Execution before targeting yourself again. (Passive)

The THING that Could Not Die
-If a Survivor Executes another player, they become Frenzied and Foul at the beginning of Midnight the following night.
-If you are Nominated for Execution, votes of Evil players are secretly not counted. Foul players count as Evil.
-If you would be Executed by an Evil player, or be Executed by less than 2 votes, you go Missing instead.
-If you Target yourself, you go Missing and cannot be Slain until you Return. You must be Present for an Execution before targeting yourself again. (Passive)

Shadows from Another World

VICTORY: HOW DO WE WIN?

If at Dawn or Dusk...

-All THINGs are Dead, the Good Team wins.

-The number of THINGs equal or exceed the number of Survivors, the Evil Team wins.

CONDITION GLOSSARY

Conditions are a package of continuous rules that apply to the afflicted player.

If you trigger a rule within a condition that causes you to Self-Destruct, such as Frenzied, you are the player who caused your death.

Dead: (Revealed at Night, and Announced at Dawn)
You have been Executed or Slain, or have Self-Destructed. You become a Distant Voice. You may not use your ability unless it has the [Dead] trait above the description. You cannot be Targeted except by abilities that mention Dead players or the Distant Voice as a viable Target.

Foul: (Hidden, Revealed to THINGs at Midnight)
You cannot lose Foul. You register to others' abilities as Evil. If you would be made Foul again, you are Slain instead. If another Foul player is Slain or Executed by a THING, you are Replicated. (Foul is a Hidden condition.)

Frenzied: (Revealed at Night, Secret)
If you either announce or confirm that you are Frenzied you are Self-Destruct immediately. You may only Nominate your Neighbors. You must Vote anytime a Neighbor is Nominated or a Neighbor Nominates another player. If you Execute another player by Nominating them, you lose Frenzied.

Missing: (Revealed at Night, and Announced at Dawn)
You cannot speak, Nominate, or Vote during the Day after you go Missing. You can still use your ability and be Targeted at Night. If you die while Missing, you are still considered a Neighbor to your Neighbors until your death is revealed, and abilities that provide information about you work normally. You Return on the next Dawn after a day you Missed. You are Present when you are not Missing. You cannot be Missing two days in a row.

Replicated: (Revealed at Night)
You cannot lose Replicated. You have been replaced by a doppelgänger. You are now on the Evil team and win only if the THINGs win the game. You lose all conditions besides Replicated. Replace your role with a THING role. You awaken at Midnight and learn who the other THINGs are but may not Attack until the night after you were Replicated.

Silenced: (Public, Voluntary)
You may not speak, nominate, or vote until after the next Execution. If you are a Distant Voice, you become Silenced after everytime you vote.

Twisted: (Hidden)
You may learn misinformation through your ability. Your ability may incorrectly reveal characters. Your ability may fail to target others. If it fails, you lose Twisted.

STORYTELLER GESTURES GUIDE

This is a list of the gestures and other physical interactions the Storyteller may use to silently communicate to players during the Night Phases. These are all written from the perspective of the Storyteller.
-Tap each player gently to wake them up
-Point to players to confirm you know who players are targeting
-Point to players in sequence to reveal relevant players
-Show Thumbs up or Thumbs down to give information on Alignment or Yes/No
-Show arms crossed at the wrist when an ability has failed
-Show one palm facing up and the other down, then reverse your hands to tell players they have been Slain
-Show a clawed hand over the lower face to tell players they have been Frenzied
-Wave your hand over your face from brow to chin to put players to sleep
-Show back of hand with fingers raised, then pull hand away from yourself while closing fingertips together into "0" to tell players they have gone Missing

SHADOW ATTACK CARDS

Value Effects:
-If you draw an Ace or Joker, ignore its suit, and the Target is Replicated and goes Missing
-If you draw a card with a value of 8–K the Target is Twisted in addition to its Suit Effect.
-If you draw a card with a value of 2–7 the Target only suffers the Suit Effect
Suit Effects:
-If you draw a Spade the Target is Slain and Missing
-If you draw a Heart the Target is Slain
-If you draw a Club the Target is Missing, and Foul
-If you draw a Diamond the target is Frenzied, and Foul

PHASE ONE: EVENING

The Storyteller approaches each player with an Evening ability in turn, wakes them up silently, then performs their turn as instructed, typically progressing in a clockwise order.

The Storyteller then announces, "Midnight, final call for Evening abilities". Any player with an Evening ability may raise their hand to announce silently that the Storyteller overlooked them.

The Storyteller then moves the group to Midnight Phase.

PHASE TWO: MIDNIGHT

The Storyteller taps Shadows to Awaken them. On Night 1, the Storyteller reveals three alias Roles to the THINGs. These are Roles that are not currently in play, and are safe for the THINGs to guise themselves as.

The Storyteller then makes the Foul Sign, making a "V" with two fingers pointing upwards at their eyes, and points to each Foul Player in turn.

The Storyteller then tells Shadows to point to their preferred target of attack. Each Shadow must select a separate target; they cannot target each other. If they target themselves, they go Missing and activate part of their ability.

The Storyteller then draws a card for each attack made and reveals them to the THINGs. The value and suit of the card determines the effects of the attack.

The Storyteller then taps to Awaken any player who has been Replicated due to a Slaying that happened tonight or an Execution that happened today. That player is now part of the Evil Team, and will win only if the THINGs win. They register as Evil. Their role is the same as the THINGs currently in play.

The Storyteller then asks the Shadows to return to sleep.

The Storyteller then taps to Awaken any player who was attacked tonight and not Replicated, and signs to them what their revealed condition is.

The Storyteller then moves the group to Small Hours Phase

PHASE THREE: SMALL HOURS
The Storyteller approaches each player with a Small Hours ability in turn, wakes them up silently, then performs their turn as instructed, typically progressing in a clockwise order.

The Storyteller then announces, "The Midnight Sun rises soon, final call for Small Hours abilities". Any player with a Small Hours ability may raise their hand to announce silently that the Storyteller overlooked them.
The Storyteller announces "The Sun rises but only in spirit."

Then play resumes with a new Dawn Phase.

DAWN/SUNRISE
The Storyteller asks for everyone to "wake up", meaning to open their eyes and ready themselves for the new round.

The Storyteller then asks for everyone's attention, and narrates a confirmation of who was Executed yesterday, and a reveal of who is newly Missing, newly Returned, newly Slain, or unexpectedly still alive.

The Storyteller announces how many Execution Points are now available. The group spends an Execution Point each time a successful Execution occurs. The group may only Execute players if they have an Execution Point available to spend.

The group begins with zero Execution Points, and gains one Execution point every Dawn that a player is revealed to be Slain. They also gain One Execution Point every second consecutive Dawn that they have zero Execution Points.

The Storyteller moves the group to the Discussion Phase.

PHASE FOUR: DISCUSSION
This is an open ended phase where players who are living and present, or dead and no longer silenced, may speak freely of the events that have transpired, what new information they have, and what strategy they should employ, and put forward theories of who the Shadows may be given all thus revealed.

This Phase ends when the Storyteller calls Time, or when the Storyteller accepts someone's verbal bid to begin Nominations. The Storyteller may set their own timer for this phase or end this phase at their own discretion.

PHASE FIVE: NOMINATION:
The Storyteller skips this phase and begins Dusk if there are no Execution Points available.

The Storyteller asks everyone to close their eyes and says, "We seek a Nomination for Execution. Raise your hand if you are willing".

Each player who wants to Nominate someone for Execution must raise their hand. Then the Storyteller will asks, "Who here will give testimony most lethal?" everyone who wishes to Nominate confirms by saying either "Aye" or "I Will".

If no one confirms, the Storyteller asks, "Are we all at peace for today?" If no one says "No" or otherwise rejects not Executing someone, end the day and proceed to Dusk.

If a singular player says "Aye" or "I Will", then they may Nominate a player of their choosing by pointing at them and naming them.

If multiple players say "Aye" or "I Will", the Storyteller draws a card from the deck for each player who confirmed. The player with the highest value card goes first. Number values ascend normally, Jack = 11, Queen = 12, King = 13, Ace = 14. If the two highest cards are valued the same, the suits break ties as follows: Spades beat Hearts, which beats Diamonds, which beats Clubs.

The player with the highest card must Nominate now or back out of Nomination for the rest of the day. If they back out, the next player with their hand raised going clockwise gets the option to Nominate.

Once someone is confirmed for Nomination, the Storyteller says, "Will anyone Second this Nomination?" If any player other than the Nominator raises their hand and says "Aye" or "I Will", then the Nomination has been Seconded and a Vote will come to pass. Anyone who can Nominate may Second.

Once a Nomination has been Seconded, the Storyteller says "Nominee you may give your defense to the crew, and you may call upon another willing member to help plead your case"

PHASE SIX: DEFENSE
The Nominated player may now defend themselves by any verbal means they deem fit. They may also call upon other players to help them plead their case, but only one may agree to speak in their defense. Players other than the Nominee and the player helping defend them should keep speech to a bare minimum during this Phase.

After giving the nominee and a potential ally time to speak their case, the Storyteller moves the group to the Voting Phase.

PHASE SEVEN: VOTING
The Storyteller says "All in favor of the Nominee's Execution please raise your hand."
The Storyteller then counts the number of votes and secretly records the total. The Nominator must vote for the Nominee but anyone else is free to either vote or abstain.

If the number of votes for the Nominee's Execution is equal to or greater than half the number of living players, rounded down, the vote is confirmed. Otherwise, the Execution is repealed. The Nominee may not be Nominated again today, and the Nominator may not Nominate anyone else today. Move on to Further Nominations

PHASE EIGHT: FURTHER NOMINATIONS

If 3 nominations have been made, move to the Execution phase.

Otherwise, the Storyteller returns the group to Phase Two: Nomination, but with a few additions.
-Anyone who has already Nominated someone cannot Nominate another player.
-Anyone who was already Nominated cannot be Nominated again.

If no one raises their hand for Nomination, the Storyteller moves to Phase Nine: Execution.

PHASE NINE: EXECUTION

The Storyteller announces who is Executed today. The nominated player with the most votes is Executed. If there is a tie, the Storyteller draws a card, revealing it to no one to break the tie.

Then play resumes with a new Dusk Phase

CHARACTER ROLES:

THE DECEASED
Distant Voice: [Misc.]
[When you Die]
-You are Silenced until the next Execution.
-You lose all conditions besides Dead and Silenced.
[All Phases]
-You cannot gain conditions except Silenced.
[Nominations]
-You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases.
[Voting]
If you vote for an execution you are Silenced until after the next Execution.

SURVIVORS | OUR HEROES: The Good Team
MOONLIGHT SURVIVORS
Doctor: [Healer]
[Evening][Prevention]
-You Awaken and may target a player. If you Target a player who would be Slain or Replicated tonight, you prevent that Attack. Your Target loses all conditions.

Empiricist: [Deducer]
[Small Hours][Learning]
-You Awaken and may Target another player who isn't your Neighbor. You learn how many amongst your Target and your Neighbors are Evil. Foul players register as Evil.

First Mate: [Socialite]
[Evening][Prevention]
-You Awaken and may Target another player. Players nominated tomorrow by your target cannot be Executed

Investigator: [Deducer]
[Small Hours][Learning]
-You Awaken and may Target two other players. You learn if they are the same alignment or not. Foul Players register as Evil.

Lookout: [Socialite]
[Evening][Prevention]
-You Awaken and may Target a player. Your Target cannot be Executed tomorrow.

Navigator: [Assailant]
[Small Hours][Attack]
-If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who was Missing today. They are Slain and go Missing. If you Slay someone, the group loses an Execution.

Quartermaster: [Healer]
[Evening][Prevention]
-You Awaken and may Target another player. Attacks and abilities that make your target Foul, Frenzied, Replicated, or Twisted are Prevented. Your Target loses all conditions.

Steward: [Assailant]
[Small Hours][Attack]
-If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who made a Nomination today. They are Slain and go Missing. If you Slay someone, the group loses an Execution Point.

DAYLIGHT SURVIVORS

Biologist: [Observer]
[Small Hours][Learning]
-You Awaken to learn how many Evil Players were Alive at the beginning of Small Hours. Foul players register as Evil.

Captain: [Judge]
[Voting]
-Your vote for Executions secretly counts as two votes.
[Execution]
-If you would be Executed by a Good player, you go Missing instead.

Chaplain: [Judge]
[All Phases]
-You cannot register as Evil to other players even if you are Foul and/or they are Twisted.
[Voting]
-If you Vote for a Survivor you didn't Nominate, your vote is secretly not counted.
[Nomination]
-Your vote secretly counts as two votes when you Nominate a player.

Cook: [Resilient]
[All Phases]
-You cannot be Frenzied.
-If you are not Foul, and would be Slain or Replicated, you are Made Foul instead.
[Execution]
--If you would be Executed by a Good player, you go Missing instead.

Engineer: [Responder]
[All Phases]
-If you are Slain, you survive until Dawn and are Slain then instead.
[Small Hours][Revealing]
-If you are Targeted by one or more players at Night, you Awaken that Night and those players are revealed to you, max 2.

Explorer: [Observer]
[Small Hours][Learning]
-You Awaken to learn if both your Neighbors are Good or if one or both are Evil. Foul players register as Evil.

Muscle: [Resilient]
[All Phases]
-You cannot be Slain.
-You cannot be Replicated unless you are Foul.

Soldier: [Responder]
[All Phases]
-If you are Slain, you survive until Dawn and are Slain then instead.
[Small Hours][Revealing][Attack]
-If you are Attacked by a player you Awaken that Night and two players are revealed to you; one of them is your attacker.
-You may target either revealed player, they are Slain.

DINGUS SURVIVORS

Boatswain [Early Bird]
[Small Hours][Learning]
-On the First Night only, you Awaken to learn the role of a number of random other Good players equal to the number of THINGs in the game, each of whom survived the first night.

Drunk: [Fool]
[Beginning of Game]
-You begin the game Twisted.
[Small Hours][Learning]
-You Awaken each Night and must Target two other players. You learn how many of them are THINGs.

Memory: [Martyr]
[All Phases]
-You have no ability while you are Alive.
[Dead][All Phases]
-You are not Silenced when you are Slain or Executed, and cannot be Silenced once Dead.

Pyro: [Accident]
[Beginning of Game]
-You begin the Game Frenzied.
[All Phases]
-If you admit you're the Pyro, you Self-Destruct.
-If you Self-Destruct, a number of other random players close to you, equal to the number of players that have been Executed, Self-Destruct immediately.
Sleepwalker [Accident]
[Evening]
-You go Missing every Night you aren't already Missing.
[Small Hours]
-You Awaken the Night before your Return, and must Target another player. Your Target goes Missing.

Spectre: [Martyr]
[All Phases]
-You have no ability while you are Alive.
[Dead][Evening][Revealing]
-You Awaken the Night after you are Executed or revealed Slain; two Players are revealed to you, one of them is a THING.

Stowaway: [Fool]
[All Phases]
-You register as Evil and as a THING, ignoring conditions.
-If you register to a Learning ability, all other players that register to that ability alongside you register correctly, ignoring conditions.

Wiper [Early Bird]
[Small Hours][Learning]
-On the First Night only, you Awaken to learn how many seats the nearest THING is from you.

THE SHADOWS | THOSE THINGS: The Evil Team

The THING in The Ice [THING]
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes your Target Foul, and Missing.
-If you are Executed by a THING, they may make up to two Attacks against two different players tonight.
-If you are Executed or Slain by a Survivor, you Survive until next Midnight. You Awaken then, and may make one final Attack.
-If you Target yourself, you go Missing and on the Night before your Return, you may make two Attacks against two different players. You must be Present for an Execution before targeting yourself again.

The THING From Beyond the Stars [THING]
-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.
-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied.
-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again.

The THING that Drifted Ashore [THING]
-At the beginning of game, one Non-Twisted Survivor becomes Twisted.
-Twisted characters register as Evil.
-If you Target yourself, you go Missing and the closest Non-Twisted Survivor becomes Twisted. You must be Present for an Execution before targeting yourself again.

The THING that Could Not Die [THING]
-If a Survivor Executes another player, they become Frenzied and Foul at the beginning of Midnight the following night.
-If you are Nominated for Execution, votes of Evil players are secretly not counted. Foul players count as Evil.
-If you would be Executed by an Evil player, or be Executed by less than 2 votes, you go Missing instead.
-If you Target yourself, you go Missing and cannot be Slain until you Return. You must be Present for an Execution before targeting yourself again.

PLAYER	Role		Foul	Frenzied	Twisted	Replicated	Missing	Dead	Revealed
01_____	_____								
02_____	_____								
03_____	_____								
04_____	_____								
05_____	_____								
06_____	_____								
07_____	_____								
08_____	_____								
09_____	_____								
10_____	_____								
11_____	_____								
12_____	_____								
13_____	_____								
14_____	_____								
15_____	_____								
16_____	_____								
17_____	_____								
18_____	_____								
19_____	_____								
20_____	_____								
21_____	_____								
22_____	_____								
23_____	_____								
24_____	_____								
25_____	_____								
26_____	_____								
27_____	_____								
28_____	_____		Foul	Frenzied	Twisted	Replicated	Missing	Dead	Revealed
29_____	_____								
30_____	_____								