

First Night



○ Confirm all players have eyes closed. Wait approximately 10 seconds.



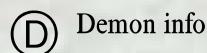
? If this game has 7 or more players:

- ● If more than one Minion, they all make eye contact with each other.
- Show the “This is the Demon” card. Point to the Demon. ○



? If this game has 7 or more players:

- ● Show the “These are your minions” card. Point to arbitrary players, in number equal to the number of Minions in play.
 - Show the “These characters are not in play” card. Show 3 character tokens of arbitrary Good characters. ○
 - Wake the Demon. Show the “You are” card. Show the Demon’s character token.
- Show the Lunatic token. Point to the Lunatic player. ○



? If this game has 7 or more players:

- ● Show the “These are your minions” card. Point to each Minion.
- Show the “These characters are not in play” card. Show 3 character tokens of Good characters that are not in play. ○



● The Sailor points to a living player. ○

Either the Sailor, or the chosen player, is drunk. ○



● The Courier either shows a “no” head signal, or points to a character on the sheet. ○

If the Courier used their ability ○: If that character is in play, that player is poisoned. ○



● Show each of the Outsider tokens in play. ○



● The Devil’s Advocate points to a living player. ○

That player survives execution tomorrow. ○



? If the token received by the Lunatic is a Demon that would wake tonight:

- ● Allow the Lunatic to do the Demon actions. ○ Place their “attack” markers. ○
- If the Lunatic selected players: ● Wake the Demon. Show the “attack” marker, then point to each marked player. ○ Remove any Lunatic “attack” markers. ○



● The Pukka points to a player. ○ That player is poisoned. ○



○ Show the marked character token. Point to the marked player. ○



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



? If a player used their character ability to choose the Goon:

- The Goon becomes that player’s alignment. ○
- ● Show the “You are” card. Show the hand signal (thumb-up “good”, thumb-down “evil”) for the Goon’s current alignment. ○



Wait approximately 10 seconds.

Call for eyes open; immediately announce which players died.



Turn this night sheet over, to show the Other Nights sequence.

Other Nights



	Dusk	Confirm all players have eyes closed. Wait approximately 10 seconds. Each Traveller with a night ability acts.	
	Minstrel	Remove the “Everyone drunk” marker. If a Minion died today: All players but the Minstrel are drunk. Place the “Everyone drunk” marker.	
	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.	
	Innkeeper	The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.	
	Courtier	Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: <ul style="list-style-type: none"> The Courier 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 poisoned. 	
	Gambler	The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.	
	Devil's Advocate	The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.	
	Lunatic	Allow the Lunatic to do the actions of the Demon. Place their “attack” markers. If the Lunatic selected players: Wake the Demon. Show the “attack” marker, then point to each marked player. Remove any Lunatic “attack” markers.	
	Exorcist	The Exorcist points to a player, different from the previous night. If that player is the Demon: <ul style="list-style-type: none"> Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight. 	
	Zombuul	?	If no-one died during the day: <ul style="list-style-type: none"> The Zombuul points to a player. That player dies.
	Pukka	The poisoned player dies. The Pukka points to a player. That player is poisoned.	
	Shabaloth	One of the Shabaloth's victims from the previous night might come alive. The Shabaloth points to two players. Those players die.	
	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 The marked players (if any) die.	
	Assassin	?	If the Assassin has not yet used their ability: <ul style="list-style-type: none"> The Assassin either shows the “no” head signal, or points to a player. That player dies.
	Godfather	?	If an Outsider died today: <ul style="list-style-type: none"> The Godfather points to a player. That player dies.
	Professor	?	If the Professor has not used their ability: <ul style="list-style-type: none"> The Professor either shows the “no” head signal, or points to a player. If that player is a Townsfolk, they are now alive.
	Gossip	?	If the Gossip's public statement was true: <ul style="list-style-type: none"> Choose a player. That player dies.
	Tinker	The Tinker might die.	
	Moonchild	?	If the Moonchild used their ability to target a player today: <ul style="list-style-type: none"> If that player is good, they die.
	Grandmother	?	If the Grandmother's grandchild was killed by the Demon tonight: <ul style="list-style-type: none"> The Grandmother dies.
	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.	
	Goon	?	If a player used their character ability to choose the Goon: <ul style="list-style-type: none"> The Goon becomes that player's alignment. Show the “You are” card, then the hand signal (thumb-up “good”, thumb-down “evil”) for the Goon's current alignment.
	Dawn	Wait approximately 10 seconds. Call for eyes open; immediately announce which players died, and which players are newly alive.	