

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

 Minion info

- ?
- 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. ☉

 Lunatic

- ?
- 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. ☉

 Demon info

- ?
- 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. ☉

 Sailor

- The Sailor points to a living player. ☉
- Either the Sailor, or the chosen player, is drunk. 🍷

 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 poisoned. 🍷

 Godfather

- Show each of the Outsider tokens in play. ☉

 Devil’s Advocate

- The Devil’s Advocate points to a living player. ☉
- That player survives execution tomorrow. 🍷

 Lunatic

- ?
- 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. 🍷

 Pukka

- The Pukka points to a player. ☉ That player is poisoned. 🍷

 Grandmother

- 🍷
- Show the marked character token. Point to the marked player. ☉

 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:
  - 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. ☉

 Dawn

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: • ● 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 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: • ● 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: • ● 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: • ● The Assassin either shows the “no” head signal, or points to a player. ○ That player dies. ●
	Godfather	? If an Outsider died today: • ● The Godfather points to a player. ○ That player dies. ●
	Professor	? If the Professor has not used their ability: • ● 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: • Choose a player. That player dies. ●
	Tinker	The Tinker might die. ●
	Moonchild	? If the Moonchild used their ability to target a player today: • If that player is good, they die. ●
	Grandmother	? If the Grandmother's grandchild was killed by the Demon tonight: • 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: • 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.