

First Night



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

	Minion info	? If this game has 7 or more players: <ul style="list-style-type: none"> ☹ If more than one Minion, they all make eye contact with each other. Show the “This is the Demon” card. Point to the Demon. ☹
	Demon info	? If this game has 7 or more players: <ul style="list-style-type: none"> ☹ 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. ☹
	Poisoner	☹ The Poisoner points to a player. ☹ That player is poisoned. 🟡
	Spy	☹ Show the Grimoire to the Spy for as long as they need. ☹
	Washerwoman	🟡🟡 ☹ Show the character token of a Townsfolk in play. Point to two players, one of which is that character. ☹
	Librarian	🟡🟡 ☹ Show the character token of a Outsider in play. Point to two players, one of which is that character. ☹
	Investigator	🟡🟡 ☹ Show the character token of a Minion in play. Point to two players, one of which is that character. ☹
	Chef	☹ Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. ☹
	Empath	☹ Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. ☹
	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. ☹
	Butler	☹ The Butler points to a player. ☹ Mark that player as “Master”. 🟡
	Dawn	Wait approximately 10 seconds. Call for eyes open; immediately announce which players (if anyone) 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. ☹



Poisoner

The previously poisoned player is no longer poisoned. 🟡
🧐 The Poisoner points to a player. ☹ That player is poisoned. 🟡



Monk

The previously protected player is no longer protected. 🟡
🧐 The Monk points to a player not themselves. ☹ Mark that player "Protected". 🟡



Spy

🧐 Show the Grimoire to the Spy for as long as they need. ☹



Scarlet Woman

? If the Scarlet Woman became the Demon today:
• 🧐 Show the "You are" card, then the demon token. ☹



Imp

🧐 The Imp points to a player. ☹ That player dies. 🟡
If the Imp chose themselves:
• Replace the character of 1 alive minion with a spare Imp token.
• 🧐 Wake the new Imp. Show the "You are" card, then the Imp token. ☹



Ravenkeeper

? If the Ravenkeeper died tonight:
• 🧐 The Ravenkeeper points to a player. Show that player's character token. ☹



Undertaker

? If a player was executed today:
• 🧐 Show that player's character token. ☹



Empath

🧐 Show the finger signal (0, 1, 2) for the number of evil neighbours. ☹



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. ☹



Butler

🧐 The Butler points to a player. ☹ Mark that player as "Master". 🟡



Dawn

Wait approximately 10 seconds.
Call for eyes open; immediately announce which players (if anyone) died.