

First Night



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. 

 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. 

 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	<p>Confirm all players have eyes closed. Wait approximately 10 seconds. Each Traveller with a night ability acts.</p>
	Poisoner	<p>The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.</p>
	Monk	<p>The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player "Protected".</p>
	Spy	<p>Show the Grimoire to the Spy for as long as they need.</p>
	Scarlet Woman	<p>If the Scarlet Woman became the Demon today: <ul style="list-style-type: none"> Show the "You are" card, then the demon token. </p>
	Imp	<p>The Imp points to a player. That player dies. If the Imp chose themselves: <ul style="list-style-type: none"> 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. </p>
	Ravenkeeper	<p>If the Ravenkeeper died tonight: <ul style="list-style-type: none"> The Ravenkeeper points to a player. Show that player's character token. </p>
	Undertaker	<p>If a player was executed today: <ul style="list-style-type: none"> Show that player's character token. </p>
	Empath	<p>Show the finger signal (0, 1, 2) for the number of evil neighbours.</p>
	Fortune Teller	<p>The Fortune Teller points to two players. Show the head signal (nod "yes", shake "no") for whether one of those players is the Demon.</p>
	Butler	<p>The Butler points to a player. Mark that player as "Master".</p>
	Dawn	<p>Wait approximately 10 seconds. Call for eyes open; immediately announce which players (if anyone) died.</p>