

First Night



Confirm all players have eyes closed.
Wait approximately 10 seconds.
Each Traveller with a first-night ability ☺ acts. ☺"



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 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

○○

If there are any Outsiders in play:

- ☺ Show the character token of an Outsider in play. Point to two players, one of which is that character. ☺”

Otherwise:

- ☺ Show the hand signal for number “zero”. ☺”



Investigator

○○

☺ Show the character token of a Minion in play. Point to two players, one of which is that character. ☺”



Chef

☺ Show the hand signal (“0”, “1”, “2”, etc.) for the number of pairs of evil players neighbouring each other. ☺”



Empath

☺ Show the hand signal (0, 1, 2) for the number of evil alive neighbours of the Empath. ☺”



Fortune Teller

☺ The Fortune Teller points to two players.

Show the head signal (nod “yes”, shake “no”) for whether one of those players is a Demon or is marked “Decoy”; “yes” in both cases, “no” otherwise. ☺”



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 previous “Poisoned” player is no longer poisoned. ○ ☺ The Poisoner points to a player. ☺That player is poisoned. ○	
	Monk	The previous “Protected” player is no longer protected. ○ ☺ The Monk points to a player not themself. ☺Mark that player “Protected”. ○	
	Spy	☺ Show the Grimoire to the Spy for as long as they need. ☺***	
	Scarlet Woman	?	When the Scarlet Woman becomes the Demon, then tonight: • ☺ Show the “You are” card, then the Demon character token. ☺***
	Imp	?	☺ The Imp points to a player. ☺That player dies. ○ If the Imp chose themself: • Replace the character of a Minion player with a spare Imp token. ○ • ☺ Wake the new Imp. Show the “You are” card, then the Imp token. ☺***
	Ravenkeeper	?	When the Ravenkeeper died tonight: • ☺ The Ravenkeeper points to a player. Show that player's character token. ☺***
	Undertaker	?	If a player died by executed today: • ☺ Show that player's character token. ☺***
	Empath	?	☺ Show the hand signal (0, 1, 2) for the number of evil alive neighbours of the Empath. ☺***
	Fortune Teller	?	☺ The Fortune Teller points to two players. Show the head signal (nod “yes”, shake “no”) for whether one of those players is a Demon or is marked “Decoy”; “yes” in both cases, “no” otherwise. ☺***
	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.	