

cursed shit at 8pm on a thursday - First Night

by rsar



Dusk Start the Night Phase.



Alchemist Show the YOU ARE token and the character token of a Minion.



Yaggababble Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.



Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Summoner Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Demon Info If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Engineer The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



Preacher The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Cerenovus The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Harpy The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



Mezepheles Show the written word.



Pixie Show the Townsfolk character token marked MAD.



Damsel If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Knight Point to the two non-Demon players marked KNOW.



Balloonist Show any player.



Village Idiot Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



Dawn Wait for a few seconds. End the Night Phase.

cursed shit at 8pm on a thursday - Other Nights

by rsar



Dusk | Start the Night Phase.



Engineer | The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



Preacher | The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Monk | The Monk chooses a player.



Cerenovus | The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Harpy | The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



Mezepheles | If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



Summoner | Change the Summoner reminder token to the relevant night. If it is night 3, the Summoner chooses a player and a Demon. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE token, a thumbs down and the chosen Demon token.



Exorcist | The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.



Legion | A player might die.



Po | The Po may choose a player OR chooses 3 players if they chose no-one last night. or



Yaggababble | For each time the Yaggababble said the phrase today, you may choose a player. They die.



Gossip | If the Gossip is due to kill a player, they die.



Plague Doctor | If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.



Damsel | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Tinker | The Tinker might die.



Balloonist | Show a player with a different character type to previously.



Village Idiot | Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



Dawn | Wait for a few seconds. End the Night Phase.