




















# First Night

# Who's Cult Is It Anyways?

	<b>Minion Info</b>	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	<b>Demon Info</b>	If 7 or more players: wake up the Demon. 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
	<b>King</b>	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	<b>Witch</b>	The Witch points to a player. If that player nominates tomorrow they die immediately.
	<b>Cerenovus</b>	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	<b>Fearmonger</b>	The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
	<b>Pixie</b>	Show the Pixie in-play Townsfolk character token.
	<b>Huntsman</b>	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	<b>Damsel</b>	Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
	<b>Fortune Teller</b>	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
	<b>Seamstress</b>	The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	<b>Noble</b>	Point to 3 players including one evil player, in no particular order.
	<b>Balloonist</b>	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	<b>Cult Leader</b>	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Other Nights

# Who's Cult Is It Anyways?

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Witch</b>	If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
	<b>Cerenovus</b>	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	<b>Fearmonger</b>	The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
	<b>Lycanthrope</b>	The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
	<b>Fang Gu</b>	The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
	<b>No Dashii</b>	The No Dashii points to a player. That player dies.
	<b>Vortex</b>	The Vortex points to a player. That player dies.
	<b>Lil' Monsta</b>	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
	<b>Choirboy</b>	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
	<b>Huntsman</b>	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	<b>Damsel</b>	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
	<b>Fortune Teller</b>	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
	<b>Oracle</b>	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	<b>Seamstress</b>	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	<b>Balloonist</b>	Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
	<b>King</b>	If there are more dead than living, show the King a character token of a living player.
	<b>Cult Leader</b>	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.