

# True or False - First Night

by Miha



**Dusk** Start the Night Phase.

**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.

**Lunatic** If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.

**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.

**Clockmaker** Give a finger signal.

**Dreamer** The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress** The Seamstress might choose 2 players. Nod or shake your head.

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

**Spy** Show the Grimoire for as long as the Spy needs.

**Chambermaid** The Chambermaid chooses 2 living players. Give a finger signal.

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

# True or False - Other Nights

by Miha



## Dusk

Start the Night Phase.



## Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



## Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



## Imp

The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



## Vortox

The Vortox chooses a player.



## Hatter

If the Hatter died today or tonight, wake Minions and Demons, allow them to choose new characters.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



## Juggler

Give a finger signal.



## Spy

Show the Grimoire for as long as the Spy needs.



## Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



## Dawn

Wait for a few seconds. End the Night Phase.