

# Custom Script - First Night

	<b>Dusk</b>	None
	<b>Philosopher</b>	The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	<b>Poppy Grower</b>	Do not inform the Demon/Minions who each other are
	<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>Lunatic</b>	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
	<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>Marionette</b>	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	<b>Lleech</b>	The Lleech points to a player. Place the Poisoned reminder token.
	<b>Poisoner</b>	The Poisoner points to a player. That player is poisoned.
	<b>Snake Charmer</b>	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	<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>Harpy</b>	Wake the Harpy; they point at one player, then another. Wake the 1st player the Harpy pointed to, show them the 'This character has selected you' card, show them the Harpy token, then point at the 2nd player the Harpy pointed to.
	<b>Pixie</b>	Show the Pixie 1 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>Librarian</b>	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Steward</b>	Point to a good player.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Custom Script - Other Nights



**Dusk**

Check that all eyes are closed. Some travellers act.



**Philosopher**

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



**Poppy Grower**

If the Poppy Grower has died, show the Minions/Demon who each other are.



**Poisoner**

The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.



**Snake Charmer**

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



**Cerenovus**

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.



**Pit-Hag**

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



**Harpy**

Wake the Harpy; they point at one player, then another. Wake the 1st player the Harpy pointed to, show them the 'This character has selected you' card, show them the Harpy token, then point at the 2nd player the Harpy pointed to.



**Lunatic**

Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.



**Imp**

The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.



**Fang Gu**

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.



**Lleech**

The Lleech points to a player. That player dies.



**Huntsman**

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.



**Damsel**

If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



**Ravenkeeper**

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil neighbours.



**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Town Crier**

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.