

Prestidigitation - First Night

by rsar



Dusk Start the Night Phase.



Boffin Wake the Boffin and the Demon. Show the not-in-play good character token. Put the Boffin and the Demon to sleep.



Philosopher The Philosopher might choose a character. If necessary, swap their character token.



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



Magician Include the Magician in the Minion and Demon Info steps.



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.



Sailor The Sailor chooses a living player.



Marionette Wake the Demon. Point to the player marked IS THE MARIONETTE and show the THIS PLAYER IS token and the Marionette character token.



Lil' Monsta Wake all Minions, allow them to choose a babysitter.



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



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



Steward Point to the good player marked KNOW.



Bounty Hunter Point to the KNOWN player.



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

Prestidigitation - Other Nights

by rsar



Dusk | Start the Night Phase.



Philosopher | The Philosopher might choose a character. If necessary, swap their character token.



Sailor | The Sailor chooses a living player.



Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon 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).



Lycanthrope | The Lycanthrope chooses a player.



Vigormortis | The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Ojo | The Ojo chooses a character.



Lil' Monsta | Wake all Minions, allow them to choose a babysitter. A player might die.



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.



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



Oracle | Give a finger signal.



Bounty Hunter | If the KNOWN player died today or tonight, point to a new KNOWN player.



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