Informative TB – First Night
by Kevin L.

	Dusk	None
	Minion Info	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.
	Demon Info	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
	Marionette	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.
	Godfather	Show each of the Outsider tokens in play.
	Pukka	The Pukka points to a player. That player is poisoned.
	Washerwoman	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	Librarian	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	Chef	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Fortune Teller	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
	Seamstress	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.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Informative TB – Other Nights
by Kevin L.

Dusk | Check that all eyes are closed. Some travellers act.

Monk | The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

Scarlet Woman | If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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.

Pukka | The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

No Dashii | The No Dashii points to a player. That player dies.

Godfather | If an Outsider died today: The Godfather points to a player. That player dies.

Sweetheart | Choose a player that is drunk.

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.

Fortune Teller | The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

Undertaker | If a player was executed today: Show that player's character token.

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).

Seamstress | 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.

Spy | Show the Grimoire to the Spy for as long as they need.

Mathematician | Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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