



Theatre of Love - First Night



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



Paranoia | Wake each Minion individually and point to the Paranoia player, and then show the Minion the Paranoia token.



Usher | The Usher either shakes their head 'no' or points to a player and a character on their sheet. If they chose a player, you may decide when to wake that player up at night.



Heartthrob | Show them the secret admirer's true character.



Costumer | The Costumer points to a player. Show them that player's character. Then place a 'Register Any' token on that player.



Body Double | The Body Double either shakes their head 'no' or points to a player. If they point to a player, swap their character tokens on the Grimoire.



Pickpocket | The Pickpocket either shakes their head 'no' or chooses a player. If they chose a Townsfolk, swap their tokens on the grimoire, replace the Pickpocket with a not-in-play Townsfolk, and show the awoken player their new character. If not, place a 'No Ability' token on the pi



Matchmaker | The Matchmaker either shakes their head 'no' or chooses 2 players. If they chose players, swap their tokens on the grimoire and place a 'No Ability' token on the Matchmaker.



Counselor | The Counselor points to a player. Wake the player up and show them the 'You've been selected by' card and then the Counselor token. They either learn the character the counselor chose, or learn their own character if the Counselor didn't choose a character.



Romantic | Show them the character of one of their alive neighbours.



Bachelor | Show them the character of a player. Place a 'seen' token on that player.



Method Actor | Show them their character.



Stargirl | Show them a character according to your rule.



Make-up Artist | Show them a character.



Relict | The Relict points to 3 players. Give a thumbs up if the most common alignment is good, or a thumbs down if the most common alignment is evil.



Jester | Show the Jester the 'You are' card, then show the Jester token. Show them a character.



Loner | Show them a character. If the character is in play, swap their character tokens in the grimoire.



Caretaker | Show them a character that you have shown another player this night. If you didn't show anybody any characters, shake your head.



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



Theatre of Love - Other Nights



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



Usher | The Usher either shakes their head 'no' or points to a player and a character on their sheet. If they chose a player, you may decide when to wake that player up at night.



Costumer | The Costumer points to a player. Show them that player's character. Then place a 'Register Any' token on that player.



Body Double | The Body Double either shakes their head 'no' or points to a player. If they point to a player, swap their character tokens on the Grimoire.



Director | The Director either shakes their head 'no', or points to 2 players. If they point to 2 players, swap their character tokens in the grimoire.



Stagehand | If the Stagehand is dead, you may swap 2 players tokens in the grimoire.



Pickpocket | The Pickpocket either shakes their head 'no' or chooses a player. If they chose a Townsfolk, swap their tokens on the grimoire, replace the Pickpocket with a not-in-play Townsfolk, and show the awoken player their new character. If not, place a 'No Ability' token on the pi



Matchmaker | The Matchmaker either shakes their head 'no' or chooses 2 players. If they chose players, swap their tokens on the grimoire and place a 'No Ability' token on the Matchmaker.



Saraab | The Saraab points to a player: they die.



Cupid | The Cupid either points to a player: they die. Or points to 2 players: swap their tokens on the grimoire and choose one to die.



Lilgth | The Lilyth points to a player: they die. If a Minion is killed, show the hand signal for 3 and let them choose up to 3 players; swap the chosen characters tokens in the grimoire.



Paranoia | Choose a player they die.



Counselor | The Counselor points to a player. Wake the player up and show them the 'You've been selected by' card and then the Counselor token. They either learn the character the counselor chose, or learn their own character if the Counselor didn't choose a character.



Evil Ex | If the Ex was executed, wake the Evil Ex and show them their new alignment. If they become evil, show them the Demon.



Heartthrob | Show them the secret admirer's true character.



Romantic | Show them the character of one of their alive neighbours.



Bachelor | Show them the character of a player. Place a 'seen' token on that player.



Drama Queen | Show them the character with the 'Mad' token beside it.



Goth | Show them the character that last died by the Demon.



Method Actor | Show them their character.



Stargirl | Show them a character according to your rule.



Make-up Artist | Show them a character.



Relict | The Relict points to 3 players. Give a thumbs up if the most common alignment is good, or a thumbs down if the most common alignment is evil.



Jester | If this is the Jester's first night: show the Jester the 'You are' card, then show the Jester token. Show them a character.



Loner | Show them a character. If the character is in play, swap their character tokens in the grimoire.



Caretaker | Show them a character that you have shown another player this night. If you didn't show anybody any characters, shake your head.



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