

Pedagogic Pits & Pendulums - First Night

by Gordy

M

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.

D

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



New Player

The New Player points to a player. That player is drunk.



Not An Imp Game

The Not An Imp Game points to a player. That player is poisoned.



Démone

Show the Démone the character token of the in-play Demon.



Minion

Point to 6 players. Show them 3 Townsfolk, Outsider & Minion tokens possessed by 3 of those players.



Not-An-Outsider

Show Not-An-Outsider the character token of an out-of-play Outsider.



Mad

If the Mad's ability causes them to wake tonight: Wake the Mad and run their ability.



Evil

Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.




















Dawn

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

Pedagogic Pits & Pendulums - Other Nights

by Gordy

	Dusk	Check that all eyes are closed. Some travellers act.
	Poisoned	The Poisoned points to an alive player. Show thumbs up for good and thumbs down for evil.
	New Player	The previously drunk player is no longer drunk. The New Player points to a player. That player is drunk.
	Anything	If the Anything's ability causes them to wake tonight: Wake the Anything and run their ability.
	Iftheyareinplay	If the Iftheyareinplay has not used their ability: The Iftheyareinplay either shakes their head no, or points to a player. That player is now alive.
	Not An Imp Game	The Not An Imp Game points to a player. That player is poisoned. The previously poisoned player dies.
	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.
	Impish	The Impish points to a player. That player dies. Or, if that player was a "new player" and there are no other Impish in play: The Impish dies instead of the chosen player. The chosen player is now an evil Impish. Wake the new Impish. Show the 'You are' card, then the Impish token.
	Regular Imp	The Regular Imp points to a player. That player dies. If the Regular Imp chose themselves: Replace the character of 1 alive minion with a spare Regular Imp token. Show the 'You are' card, then the Regular Imp token.
	Hard Claiming	If the player chosen by Hard Claiming died, good wins.
	Not Dead	If Not Dead died, show the character token of a dead player.
	Outsider	If the Outsider died, flash the Grimoire at the Outsider out of order.
	Mad	If the Mad's ability causes them to wake tonight: Wake the Mad and run their ability.
	A Character	Show the number signal (0, 1, 2, ...) for how many players stated their true character publicly.
	Evil	If the known evil player has died, point to another evil player.
	Executed	If the Executed was executed today, show the character tokens of 2 players that voted today.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.