

First Night

Trouble Brewing



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



Poisoner

The Poisoner 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.



Investigator

Show the character token of a Minion 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.



Butler

The Butler points to a player. Mark that player as 'Master'.



Spy

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



Dawn

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

Other Nights

Trouble Brewing



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



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



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.



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.



Butler | The Butler points to a player. Mark that player as 'Master'.



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



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