

# Informative TB - First Night

by Kevin L.

**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



**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

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	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Monk</b>	The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	<b>Imp</b>	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.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
	<b>No Dashii</b>	The No Dashii points to a player. That player dies.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Sweetheart</b>	Choose a player that is drunk.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	<b>Fortune Teller</b>	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
	<b>Undertaker</b>	If a player was executed today: Show that player's character token.
	<b>Town Crier</b>	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
	<b>Seamstress</b>	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.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Mathematician</b>	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.