

# Ataraxia - First Night

by Rohan

|  |                      |   |
|--|----------------------|---|
|  | <b>Dusk</b>          | Check that all eyes are closed. Some travellers act.  |
|  | <b>Kazali</b>        | The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token, show them the "You Are" info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep. |
|  | <b>Alchemist</b>     | Show the Alchemist a not-in-play Minion token   |
|  | <b>Poppy Grower</b>  | Do not inform the Demon/Minions who each other are  |
|  | <b>Minion Info</b>   | 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.   |
|  | <b>Snitch</b>        | After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.  |
|  | <b>Lunatic</b>       | Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.                                |
|  | <b>Demon Info</b>    | 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  |
|  | <b>Marionette</b>    | 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.   |
|  | <b>Engineer</b>      | The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.        |
|  | <b>Poisoner</b>      | The Poisoner points to a player. That player is poisoned.   |
|  | <b>Godfather</b>     | Show each of the Outsider tokens in play.   |
|  | <b>Damsel</b>        | Wake all the Minions, show them the 'This character selected you' card and the Damsel token.  |
|  | <b>Amnesiac</b>      | Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.   |
|  | <b>Investigator</b>  | Show the character token of a Minion in play. Point to two players, one of which is that character.   |
|  | <b>Chef</b>          | Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.   |
|  | <b>Seamstress</b>    | 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>Balloonist</b>    | Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.  |
|  | <b>Bounty Hunter</b> | Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.  |
|  | <b>Spy</b>           | Show the Grimoire to the Spy for as long as they need.  |
|  | <b>Dawn</b>          | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.   |

# Ataraxia - Other Nights

by Rohan



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



**Poppy Grower** If the Poppy Grower has died, show the Minions/Demon who each other are.



**Engineer** The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.



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



**Lunatic** Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.



**Fang Gu** The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.



**Vigormortis** The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.



**Kazali** The Kazali points to a player. That player dies.



**Assassin** If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.



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



**Banshee** Announce that the Banshee has died.



**Damsel** If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



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



**Tinker** The Tinker might die.



**Ravenkeeper** If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



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



**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.



**Balloonist** Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.



**Bounty Hunter** If the known evil player has died, point to another evil player.



**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.