












# First Night

# Day By Day

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
	Secretary	Unless they have lost their ability, wake the Secretary. If they shake their head "No", put them back to sleep. If they shake their head "Yes" and choose a player, put them back to sleep. Put a "Used" reminder token next to the chosen player on the Grimoire, and take note of what ability they have now instead of their old one.
	Framer	Wake the Framer. They must point to a player. You may swap their characters in the Grimoire, if so, show the Framer their new character. Then wake the other player and show them that they are now the Framer. You announce the new Framer the next morning.
	Foxglove	Wake the Foxglove. They point to one or two characters on the sheet. If in-play, said characters are poisoned. If two characters were chosen, poison the Demon.
	Vacillator	Wake the Vacillator. They show you an alignment, which they then become.
	Astrologist	Wake the Astrologist. They point to a Townsfolk character on the sheet and gain their ability until dusk. Place an "Odd" or "Even" token near them on the Grimoire: they will be poisoned on nights of the said parity.
	Logos Dei	Wake the Logos Dei. They point to 2 players.
	Fellowfolk	Wake the Fellowfolk. Show them the token of an in-play Townsfolk character.
	Cimlaaq	Wake the Cimlaaq. Point to 3 different players.
	Constable	Wake the Constable. They point to a player: show the Constable their alignment. If they currently have an evil player as one of their alive neighbours, show them the opposite alignment instead.
	Coroner	Wake the Coroner. Show them the highest amount of steps between two non-Townsfolk (non-Traveller) players.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

**Dusk**

Check that all eyes are closed. Some travellers act.

**Fanatic**

If the Fanatic was "mad" that every other player is a cat all day, show them 2 effects. They pick one, then they go to sleep.

**Secretary**

Unless they have lost their ability, wake the Secretary. If they shake their head "No", put them back to sleep. If they shake their head "Yes" and choose a player, put them back to sleep. Put a "Used" reminder token next to the chosen player on the Grimoire, and take note of what ability they have now instead of their old one.

**Framer**

Wake the Framer. They must point to a player. You may swap their characters in the Grimoire, if so, show the Framer their new character. Then wake the other player and show them that they are now the Framer. You announce the new Framer the next morning.

**Foxglove**

Wake the Foxglove. They point to one or two characters on the sheet. If in-play, said characters are poisoned. If two characters were chosen, poison the Demon.

**Cherry Picker**

Wake the Cherry Picker. If they choose a player that is a Townsfolk, that player becomes a not-in-play Outsider (only if such exist).

**Vacillator**

Wake the Vacillator (even if they're dead). Show them that they are now the opposite alignment.

**Astrologist**

Wake the Astrologist. They point to a Townsfolk character on the sheet and gain their ability until dusk.

**Musketeer**

Wake the Musketeer. If they shake their head "Yes", they point to 2 players (not themselves). Wake the Demon and show point to both of the players in a random order.

**Ravager**

Wake the Ravager. They point to a good character on the sheet. If that character is in play, they die. If not, the Ravager dies. Then wake each evil player and show them their biggest threat to winning the game.

**Logos Dei**

Wake the Logos Dei. They point to 2 players. Kill any players still left with a "Will Die" token.

**Fellowfolk**

Wake the Fellowfolk. They point to a player (2 if their target died by execution): they die.

**Festerwood**

Wake up the Festerwood. They point to a player. Another player dies. The Festerwood now registers as their pick until dusk, and vice versa. They choice is poisoned until dusk. If the Festerwood chose a player that was not their 1st, publicly announce it tomorrow.

**Unazoth**

Wake the Unazoth, let them pick 2 players, then put them back to sleep. Kill the first of the chosen players, and mark both with a "Chosen" reminder token on the Grimoire.

**Medium**

Wake the Medium. Show them that they are now an in-play Demon's character and alignment. Then wake the appropriate Demon and show them that they are now the the Medium's alignment and character.

**Manipulator**

Wake the Manipulator. If they gesture to die, they do so.

**Cimlaaq**

Unless the Cimlaaq has lost their ability, wake the Cimlaaq. Point to 3 different players.

**Beldam**

Wake the Beldam. Show them the character of a player that neighbours the player that died by execution today.

**Witness**

If the Witness died tonight, wake them and show them the 2 characters that their ability used.

**Constable**

Wake the Constable. They point to a player: show the Constable their alignment. If they currently have an evil player as one of their alive neighbours, show them the opposite alignment instead.

**Dawn**

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