

Alchetwisted - First Night

by Rohan Sarvaria



Dusk | None



Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



Alchemist

Show the Alchemist a not-in-play Minion token



Poppy Grower

Do not inform the Demon/Minions who each other are



Magician

Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.



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



Method Actor

Wake each Minion and show them the Method Actor. Wake the Method Actor and show them that a Minion is the Method Actor.



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.



Poisoner

The Poisoner points to a player. That player is poisoned.



Godfather

Show each of the Outsider tokens in play.



Evil Twin

Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.



Dreamer

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



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.



Noble

Point to 3 players including one evil player, in no particular order.



Shugenja

Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



Bounty Hunter

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.

Alchetwisted - Other Nights

by Rohan Sarvaria



Dusk

Check that all eyes are closed. Some travellers act.



Philosopher

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



Poppy Grower

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



Poisoner

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



Innkeeper

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



Scarlet Woman

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.



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.



Vortex

The Vortex points to a player. That player dies.



Godfather

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



Gossip

If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.



Barber

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.



Dreamer

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



Town Crier

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).



Oracle

Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.



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.



Bounty Hunter

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



Dawn

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