


















First Night

Who's Cult Is It Anyways?

	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
	King	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	Witch	The Witch points to a player. If that player nominates tomorrow they die immediately.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Fearmonger	The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	Damsel	Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
	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.
	Noble	Point to 3 players including one evil player, in no particular order.
	Balloonist	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
	Cult Leader	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Other Nights

Who's Cult Is It Anyways?

	Dusk	Check that all eyes are closed. Some travellers act.
	Witch	If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Fearmonger	The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
	Lycanthrope	The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
	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.
	No Dashii	The No Dashii points to a player. That player dies.
	Vortex	The Vortex points to a player. That player dies.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
	Choirboy	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
	Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	Damsel	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
	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.
	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.
	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.
	King	If there are more dead than living, show the King a character token of a living player.
	Cult Leader	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.