

# Informative TB - First Night

by Kevin L.



Dusk

Start the Night Phase.



Apprentice

Show the Apprentice the YOU ARE card, then a Townsfolk or Minion token. In the Grimoire, replace the Apprentice token with that character token, and put the Apprentice's IS THE APPRENTICE reminder by that character token.



Barista

Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



Bureaucrat

The Bureaucrat chooses a player.



Thief

The Thief chooses a player.



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Demon Info

If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Marionette

Wake the Demon. Point to the player marked IS THE MARIONETTE and show the THIS PLAYER IS token and the Marionette character token.



Godfather

Show the character tokens of all in-play Outsiders.



Pukka

The Pukka chooses a player.



Washerwoman

Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Chef

Give a finger signal.



Empath

Give a finger signal.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Spy

Show the Grimoire for as long as the Spy needs.



Mathematician

Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.

# Informative TB - Other Nights

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**Dusk** | Start the Night Phase.



**Bureaucrat** | The Bureaucrat chooses a player.



**Thief** | The Thief chooses a player.



**Monk** | The Monk chooses a player.



**Scarlet Woman** | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



**Imp** | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



**Pukka** | The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



**No Dashii** | The No Dashii chooses a player.



**Barista** | Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



**Godfather** | If an Outsider died today, the Godfather chooses a player.



**Sweetheart** | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



**Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



**Empath** | Give a finger signal.



**Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



**Undertaker** | If a player was executed today, show their character token.



**Town Crier** | Either nod or shake your head.



**Seamstress** | The Seamstress might choose 2 players. Nod or shake your head.



**Spy** | Show the Grimoire for as long as the Spy needs.



**Mathematician** | Give a finger signal.



**Dawn** | Wait for a few seconds. End the Night Phase.