

# Carnage - First Night

by Chaos



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.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token.



Alchemist

Show the YOU ARE token and the character token of a Minion.



Magician

Include the Magician in the Minion and Demon Info steps.



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.



Sailor

The Sailor chooses a living player.



Widow

Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player.



Witch

The Witch chooses a player.



Pixie

Show the Townsfolk character token marked MAD.



Investigator

Show the Minion character token. Point to both the MINION and WRONG players.



Empath

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Noble

Point to all three players marked KNOW.



Dawn

Wait for a few seconds. End the Night Phase.

# Carnage - Other Nights

by Chaos



**Dusk** Start the Night Phase.



**Philosopher** The Philosopher might choose a character. If necessary, swap their character token.



**Sailor** The Sailor chooses a living player.



**Innkeeper** The Innkeeper chooses 2 players.



**Devil's Advocate** The Devil's Advocate chooses a living player.



**Witch** The Witch chooses a player.



**Pit-Hag** The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



**Al-Hadikhia** The Al-Hadikhia chooses three players. Wake the player marked \*1\* and say "the Al-Hadikhia has chosen", then the player's name, then "Do you choose to live?" They either nod or shake their head. Put them to sleep and add or remove shrouds accordingly. Repeat for players marked \*2 and 3\*. If all three players are now alive, add a shroud to all three.



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



**Hatter** If the Hatter died today or tonight, wake Minions and Demons, allow them to choose new characters.



**Barber** If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



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



**Empath** Give a finger signal.



**Dreamer** The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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