














# First Night

# Informative TB

<b>M</b>	<b>Minion Info</b>	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.
<b>D</b>	<b>Demon Info</b>	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
	<b>Marionette</b>	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.
	<b>Godfather</b>	Show each of the Outsider tokens in play.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned.
	<b>Washerwoman</b>	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	<b>Librarian</b>	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	<b>Chef</b>	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	<b>Fortune Teller</b>	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
	<b>Seamstress</b>	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.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Mathematician</b>	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Monk</b>	The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	<b>Imp</b>	The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
	<b>No Dashii</b>	The No Dashii points to a player. That player dies.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Sweetheart</b>	Choose a player that is drunk.
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	<b>Fortune Teller</b>	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
	<b>Undertaker</b>	If a player was executed today: Show that player's character token.
	<b>Town Crier</b>	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
	<b>Seamstress</b>	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.
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Mathematician</b>	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.