

First Night

Askew



Poppy Grower

Do not inform the Demon/Minions who each other are



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.



Snitch

After Minion Info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.



Lunatic

Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.



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



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.



Engineer

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.



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.



Lil' Monsta

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.



Poisoner

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



Godfather

Show each of the Outsider tokens in play.



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.



Amnesiac

Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



Washerwoman

Show the character token of a Townsfolk in play. Point to two players, one of which is that character.



Chef

Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.



Dreamer

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



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

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



Dusk | Check that all eyes are closed. Some travellers act.



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



Engineer | The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.



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



Gambler | The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.



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



Lunatic | Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.



Vortox | The Vortox 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.



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



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.



Amnesiac | If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



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



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



Spy | Show the Grimoire to the Spy for as long as they need.



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