

True or False - First Night

by Miha



Dusk | None



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.



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.



Clockmaker

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.



Dreamer

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



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.



Knight

Point to two players who are not the Demon.



Spy

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



Chambermaid

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



Dawn

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

True or False - Other Nights

by Miha



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



Pit-Hag | The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



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.



Imp | 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.



Vortex | The Vortex points to a player. That player dies.



Hatter | If the Hatter died today: Wake the Minions and Demon. Show them the 'This Character Selected You' info token, then the Hatter token. Each player either shakes their head no or points to another character of the same type as their current character. If a second player would end up with the same character as another player, shake your head no and gesture for them to choose again. Put them to sleep. Change each player to the character they chose.



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



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.



Juggler | If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.



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



Chambermaid | The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



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