


















First Night

Hide and Seek

	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.
	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
	Preacher	The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
	Poisoner	The Poisoner points to a player. That player is poisoned.
	Godfather	Show each of the Outsider tokens in play.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Mezepheles	Show the Mezepheles their secret word.
	Pukka	The Pukka points to a player. That player is poisoned.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	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.
	Librarian	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	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.
	Noble	Point to 3 players including one evil player, in no particular order.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Other Nights

Hide and Seek

	Dusk	Check that all eyes are closed. Some travellers act.
	Preacher	The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
	Poisoner	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	Cerenovus	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
	Mezepheles	Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
	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.
	Pukka	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
	Vigormortis	The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
	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.
	Ravenkeeper	If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
	Undertaker	If a player was executed today: Show that player's character token.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Town Crier	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
	Oracle	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	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.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.