

# Carnage - First Night

by Chaos



**Dusk** | None



**Philosopher**

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



**Alchemist**

Show the Alchemist a not-in-play Minion token



**Magician**

Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.



**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



**Sailor**

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



**Widow**

Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.



**Godfather**

Show each of the Outsider tokens in play.



**Devil's Advocate**

The Devil's Advocate points to a living player. That player survives execution tomorrow.



**Witch**

The Witch points to a player. If that player nominates tomorrow they die immediately.



**Pixie**

Show the Pixie 1 in-play Townsfolk character token.



**Investigator**

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



**Empath**

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



**Dreamer**

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



**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.



# Carnage - Other Nights

by Chaos



**Dusk**

Check that all eyes are closed. Some travellers act.



**Philosopher**

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



**Sailor**

The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



**Innkeeper**

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



**Devil's Advocate**

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.



**Witch**

If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.



**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.



**Al-Hadikhia**

The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.



**Godfather**

If an Outsider died today: The Godfather 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.



**Barber**

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.



**Ravenkeeper**

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil neighbours.



**Dreamer**

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



**Dawn**

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