























First Night

Trouble Brewing

M	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.
D	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
	Poisoner	The Poisoner points to a player. That player is poisoned.
	Washerwoman	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	Librarian	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	Investigator	Show the character token of a Minion 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.
	Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Fortune Teller	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
	Butler	The Butler points to a player. Mark that player as 'Master'.
	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.
	Poisoner	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	Monk	The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
	Scarlet Woman	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	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.
	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.
	Fortune Teller	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
	Undertaker	If a player was executed today: Show that player's character token.
	Butler	The Butler points to a player. Mark that player as 'Master'.
	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.