

Blind Man's Bluff - First Night

by marcusvaillancourt

	Dusk	None
	Alchemist	Show the Alchemist a not-in-play Minion token
	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
	Sailor	The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
	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.
	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.
	Leech	The Leech points to a player. Place the Poisoned reminder token.
	Poisoner	The Poisoner points to a player. That player is poisoned.
	Courtier	The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	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.
	Pukka	The Pukka points to a player. That player is poisoned.
	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.
	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.
	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.

Blind Man's Bluff – Other Nights

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



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.



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.



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.



Courtier | Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.



Snake Charmer | The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



Monk | The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.



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.



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.



Exorcist | The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.



Lycanthrope | The Lycanthrope points to a living player: if good, they die and no one else can die tonight.



Zombuul | If no-one died during the day: The Zombuul points to a player. That player dies.



Pukka | The Pukka points to a player. That player is poisoned. The previously poisoned player dies.



Fang Gu | The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.



Lleech | The Lleech 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.



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.



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.