















First Night

Lies Lies Lies

	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
	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.
	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.
	Godfather	Show each of the Outsider tokens in play.
	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.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Knight	Point to two players who are not the Demon.
	Noble	Point to 3 players including one evil player, in no particular order.
	Shugenja	Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	Bounty Hunter	Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
	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.

**Dusk**

Check that all eyes are closed. Some travellers act.

**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'.

**Scarlet Woman**

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

**Vortex**

The Vortex points to a player. That player dies.

**Godfather**

If an Outsider died today: The Godfather points to a player. That player dies.

**Gossip**

If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

**Acrobat**

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

**Sweetheart**

Choose a player that is drunk.

**Sage**

If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

**Moonchild**

If the Moonchild used their ability to target a player today: If that player is good, they die.

**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.

**Oracle**

Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

**Bounty Hunter**

If the known evil player has died, point to another evil player.

**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.