

































# First Night

# Bad Moon Rising

	<b>Minion Info</b>	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.
	<b>Lunatic</b>	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.
	<b>Demon Info</b>	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
	<b>Sailor</b>	The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
	<b>Courtier</b>	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.
	<b>Godfather</b>	Show each of the Outsider tokens in play.
	<b>Devil's Advocate</b>	The Devil's Advocate points to a living player. That player survives execution tomorrow.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned.
	<b>Grandmother</b>	Show the marked character token. Point to the marked player.
	<b>Chambermaid</b>	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Other Nights

# Bad Moon Rising

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Sailor</b>	The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
	<b>Courtier</b>	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.
	<b>Innkeeper</b>	The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
	<b>Gambler</b>	The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
	<b>Devil's Advocate</b>	The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
	<b>Lunatic</b>	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.
	<b>Exorcist</b>	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.
	<b>Zombuul</b>	If no-one died during the day: The Zombuul points to a player. That player dies.
	<b>Pukka</b>	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
	<b>Shabaloth</b>	One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
	<b>Po</b>	If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
	<b>Assassin</b>	If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Gossip</b>	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
	<b>Professor</b>	If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
	<b>Tinker</b>	The Tinker might die.
	<b>Moonchild</b>	If the Moonchild used their ability to target a player today: If that player is good, they die.
	<b>Grandmother</b>	If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
	<b>Chambermaid</b>	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.