

# Alchetwisted - First Night


















by Rohan Sarvaria

	<b>Philosopher</b>	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.
	<b>Alchemist</b>	Show the Alchemist a not-in-play Minion token
	<b>Poppy Grower</b>	Do not inform the Demon/Minions who each other are
	<b>Magician</b>	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
<b>M</b>	<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>D</b>	<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>Marionette</b>	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.
	<b>Method Actor</b>	Wake each Minion and show them the Method Actor. Wake the Method Actor and show them that a Minion is the Method Actor.
	<b>Poisoner</b>	The Poisoner points to a player. That player is poisoned.
	<b>Godfather</b>	Show each of the Outsider tokens in play.
	<b>Evil Twin</b>	Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Seamstress</b>	The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	<b>Noble</b>	Point to 3 players including one evil player, in no particular order.
	<b>Shugenja</b>	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.
	<b>Bounty Hunter</b>	Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Alchetwisted - Other Nights

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	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Philosopher</b>	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.
	<b>Poppy Grower</b>	If the Poppy Grower has died, show the Minions/Demon who each other are.
	<b>Poisoner</b>	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	<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>Scarlet Woman</b>	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	<b>Fang Gu</b>	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.
	<b>Vortex</b>	The Vortex 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>Barber</b>	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.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Town Crier</b>	Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
	<b>Oracle</b>	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	<b>Seamstress</b>	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	<b>Bounty Hunter</b>	If the known evil player has died, point to another evil player.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.