FIRST NIGHT

Dusk

Check that all eyes are closed. Some Travellers & Fabled act.

Boffin

Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.

Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

Demon Info

If there are 7 or more players, wake the Demon:
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ◎

Xaan

Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Harpy

The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

Dawn

Wait a few seconds. Call for eyes open.

OTHER NIGHTS

Dusk

Check that all eyes are closed. Some Travellers & Fabled act.

Xaan

Add the **NIGHT** reminder token that matches the current night.
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. Remove it the following dusk.

Harpy

The Harpy chooses a player & then another player. Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Princess

If it is the Princess' first day, and they nominated and executed a player:
If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.

Legion

You may decide a player that dies. (Once per living Legion)

Po

The Po may choose a player OR chooses 3 players fi they chose no-one last night. or (*

Lleech

The Lleech chooses a player. Mark them with the **DEAD** token.

Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

Professor

The Professor might choose a dead player.

General

If you believe that the good team is winning, give a thumbs up.
If you believe that the evil team is winning, give a thumbs down.
If you don't know which team is winning, give a thumbs to the side.

Dawn

Wait a few seconds. Call for eyes open & immediately say who died.