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.
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.
Courtier	The Courtier might choose a character. ◎◎
Pixie	Show the Townsfolk character token marked **MAD**.
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Steward	Point to the player marked **KNOW**. ◎
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.
Leviathan	Mark the Leviathan with the **DAY 1** reminder. ◎

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎
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.
Courtier	The Courtier might choose a character. ◎◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
No Dashii	The No Dashii chooses a player. ◎
Vortox	The Vortox chooses a player. ◎
Assassin	The Assassin might choose a player. ◎◎
Moonchild	If the Moonchild is due to kill a good player, they die. ◎
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
Leviathan	Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎