

FIRST NIGHT

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☺
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Lunatic	If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.
	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.
	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ☺
	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.
	Grandmother	Point to the grandchild player & show their character token.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. Ⓜ
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	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.
	Gambler	The Gambler chooses a player & a character. Ⓜ
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. Ⓜ
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Legion	You may decide a player that dies. (Once per living Legion) Ⓜ
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓜ or Ⓜ Ⓜ (*)
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. Ⓜ Place the DEAD token beside any living player. Ⓜ
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. Ⓜ
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	Moonchild	If the Moonchild is due to kill a good player, they die. Ⓜ
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. Ⓜ
	Town Crier	Either nod or shake your head.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	King	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.