FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Sailor	The Sailor chooses a living player. ◎
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.
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Courtier	The Courtier might choose a character. ◎◎
Godfather	Show the character tokens of all in-play Outsiders.
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Grandmother	Point to the grandchild player & show their character token.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.
Vizier	Declare that the Vizier is in play, and which player it is.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎
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.
Courtier	The Courtier might choose a character. ◎◎
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
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. ◎
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Godfather	If an Outsider died today, the Godfather chooses a player. ◎
Gossip	If the Gossip is due to kill a player, they die. ◎
Professor	The Professor might choose a dead player. ◎◎
Tinker	The Tinker might die. ◎
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. ◎
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.