FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the **You Are** info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
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.
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.
Snitch	Repeat the following process for each Minion: Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.
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.
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. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Butler	The Butler chooses a player. ◎
Steward	Point to the player marked **KNOW**. ◎
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
Bounty Hunter	Wake any player with a Townsfolk character: Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep. Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
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.
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.
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.
Monk	The Monk chooses a player. ◎
Summoner	On night two, place the **NIGHT 2** reminder. ◎ On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the **YOU ARE** info token, then the Demon token. Show the **YOU ARE** info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
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. ◎
Kazali	The Kazali chooses a player. ◎
Assassin	The Assassin might choose a player. ◎◎
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.
Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
Tinker	The Tinker might die. ◎
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.
Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎
Butler	The Butler chooses a player. ◎
High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
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.
Leviathan	Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎