

# FIRST NIGHT

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Alchemist</b>	Show the <b>YOU ARE</b> info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the <b>IS THE ALCHEMIST</b> token.  Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder.  Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Sailor</b>	The Sailor chooses a living player.
	<b>Engineer</b>	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to sleep. Mark the Engineer with the <b>NO ABILITY</b> reminder token.
	<b>Lil' Monsta</b>	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them.
	<b>Poisoner</b>	The Poisoner chooses a player.
	<b>Pukka</b>	The Pukka chooses a player.
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Chef</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player.
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Bounty Hunter</b>	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

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	<b>Amnesiac</b>	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	<b>Sailor</b>	The Sailor chooses a living player. ◎
	<b>Engineer</b>	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to Mark the Engineer with the <b>NO ABILITY</b> reminder token. ◎
	<b>Poisoner</b>	The Poisoner chooses a player. ◎
	<b>Monk</b>	The Monk chooses a player. ◎
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ◎ On night three, place the <b>NIGHT 3</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Exorcist</b>	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Lycanthrope</b>	The Lycanthrope points to a player. If the chosen player is good: Mark them with the <b>DEAD</b> reminder. ◎ Demon doesn't kill tonight.
	<b>Pukka</b>	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	<b>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> & <b>3</b> . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ◎ Place the <b>DEAD</b> token beside any living player. ◎
	<b>Plague Doctor</b>	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	<b>Professor</b>	The Professor might choose a dead player. ◎◎
	<b>Damsel</b>	TBD
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ◎
	<b>Butler</b>	The Butler chooses a player. ◎
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.