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.
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. ◎
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler	The Butler chooses a player. ◎
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.
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
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.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Legion	You may decide a player that dies. (Once per living Legion) ◎
Imp	The Imp chooses a player. ◎ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.
No Dashii	The No Dashii chooses a player. ◎
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. ◎
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.
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Flowergirl	Either nod or shake your head.
Town Crier	Either nod or shake your head.
Juggler	Give a finger signal.
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.
Butler	The Butler chooses a player. ◎
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.