# FIRST NIGHT

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|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Philosopher** | The Philosopher might choose a character. If necessary, swap their character token. ◎ |
| **Minion Info** | If there are 7 or more players, wake all Minions:<br>Show the **THIS IS THE DEMON** token. Point to the Demon. |
| **Lunatic** | If there are 7 or more players, wake the Lunatic:<br>Show the **THESE ARE YOUR MINIONS** token. Point to any players.<br>Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the **YOU ARE** info token and the Demon token.<br>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:<br>Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. |
| **Witch** | The Witch chooses a player. ◎ |
| **Butler** | The Butler chooses a player. ◎ |
| **Seamstress** | The Seamstress might choose 2 players. Nod or shake your head. ◎ |
| **Village Idiot** | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| **Cult Leader** | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.) |
| **Mathematician** | 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

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|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Philosopher** | The Philosopher might choose a character. If necessary, swap their character token. ◎ |
| **Innkeeper** | The Innkeeper chooses 2 players. ◎◎◎ |
| **Gambler** | The Gambler chooses a player & a character. ◎ |
| **Witch** | The Witch chooses a player. ◎ |
| **Pit-Hag** | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token. |
| **Lunatic** | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token &point to them, then their target(s). |
| **Fang Gu** | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎ |
| **No Dashii** | The No Dashii chooses a player. ◎ |
| **Al-Hadikhia** | The Al-Hadikhia points at three players:<br>Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.<br>Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.<br>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.<br>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>If all three are alive (none have a shroud), add a shroud to all three. |
| **Sage** | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| **Town Crier** | Either nod or shake your head. |
| **Oracle** | Give a finger signal. |
| **Seamstress** | The Seamstress might choose 2 players. Nod or shake your head. ◎ |
| **Village Idiot** | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| **Cult Leader** | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.) |
| **Butler** | The Butler chooses a player. ◎ |
| **Mathematician** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |