FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Lord Of Typhon	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
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.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
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.
Witch	The Witch chooses a player. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
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.
Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
Dawn	Wait a few seconds. Call for eyes open.
Leviathan	Mark the Leviathan with the **DAY 1** reminder. ◎
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.

Cannibal — The Cannibal has the ability of the most recently executed player.
They immediately learn any 'you start knowing' information.

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. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Al-Hadikhia — The Al-Hadikhia points at three players:
- Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
- Wake the player marked **1** & say "The A-l 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 **2** & **3**.
- 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.

Kazali — The Kazali chooses a player. ◎

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.

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.

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
- Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
- Put the Cult Leader back to sleep.
- Turn the Cult Leader token upside-down. (This shows their alignment.)

Butler — The Butler chooses a player. ◎

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. ◎