# FIRST NIGHT

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|---|---|
| Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| Minion Info | If there are 7 or more players, wake all Minions:<br>Show the **THIS IS THE DEMON** token. Point to the Demon. |
| Summoner | Place the **NIGHT 1** reminder. ◎<br>Show the Summoner 3 not-in-play characters as bluffs. |
| 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. |
| Xaan | Add the **NIGHT** reminder token that matches the current night. ◎<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |
| Courtier | The Courtier might choose a character. ◎◎ |
| Fearmonger | The Fearmonger picks a player:<br>Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player." |
| Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| Dawn | Wait a few seconds. Call for eyes open. |
| Leviathan | Mark the Leviathan with the **DAY 1** reminder. ◎ |

# OTHER NIGHTS

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|---|---|
| Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| Cannibal | The Cannibal has the ability of the most recently executed player.<br>They immediately learn any 'you start knowing' information. |
| Xaan | Add the **NIGHT** reminder token that matches the current night. ◎<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |
| Courtier | The Courtier might choose a character. ◎◎ |
| Innkeeper | The Innkeeper chooses 2 players. ◎◎◎ |
| Acrobat | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎ |
| Monk | The Monk chooses a player. ◎ |
| Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:<br>Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player." |
| Summoner | On night two, place the **NIGHT 2** reminder. ◎<br>On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:<br>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.<br>Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.<br>Show the **YOU ARE** info token, then give a thumbs down.<br>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:<br>Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight. |
| Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎ |
| Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.<br>Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet. |
| Professor | The Professor might choose a dead player. ◎◎ |
| Tinker | The Tinker might die. ◎ |
| Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| Oracle | Give a finger signal. |
| High Priestess | Point to the player whom you most think the High Priestess should speak with tomorrow. |
| Chambermaid | The Chambermaid chooses 2 living players. Give a finger signal. |
| 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. ◎ |