FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.
Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.
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.
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. ◎
Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Chef	Give a finger signal.
Knight	Point to the two players marked **KNOW**. ◎◎
Noble	Point to al three players marked **KNOW**.
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
Bounty Hunter	Wake any player with a Townsfolk character: Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ◎
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.

OTHER NIGHTS

Dusk
Check that all eyes are closed. Some Travellers & Fabled act.

Xaan
Add the **NIGHT** reminder token that matches the current night.
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. Remove it the following dusk.

Scarlet Woman
If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Summoner
On night two, place the **NIGHT 2** reminder.
On night three, place the **NIGHT 3** 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 **YOU ARE** info token, then the Demon token.
Show the **YOU ARE** info token, then give a thumbs down.
Replace their character token with the Demon token and put the new Demon to sleep.

Legion
You may decide a player that dies. (Once per living Legion)

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.

Yaggababble
For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player.

Kazali
The Kazali chooses a player.

Banshee
If the demon killed the Banshee tonight, place the **HAS ABILITY** token.
Publicly announce that the Banshee died.

Ravenkeeper
If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Undertaker
If a player was executed today, show their character token.

Bounty Hunter
If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player.

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.)

Dawn
Wait a few seconds. Call for eyes open & immediately say who died.