# FIRST NIGHT

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| Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| Boffin | Wake the Boffin and the Demon.<br>Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.<br>Place this second character token by the Demon character token. |
| Magician | If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:<br>Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.<br>Put the Minions to sleep. Wake the Demon.<br>Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.<br>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:<br>Show the **THIS IS THE DEMON** token. Point to the Demon. |
| 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. |
| Mezepheles | Show a single word on a piece of paper, phone, or other device. |
| Pukka | The Pukka chooses a player. ◎ |
| Damsel | Wake each Minion. Show the Damsel token. |
| Washerwoman | Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players. |
| Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎ |
| Noble | Point to al three players marked **KNOW**. |
| Balloonist | Point to a player (alive or dead).<br>Place the SEEN token next to the shown player. ◎ |
| Shugenja | Point your finger horizontally in the direction of the closest evil player.<br>If the two closest evil players are equidistant, point your finger horizontally in either direction. |
| 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. |
| Ogre | The Ogre points to a player:<br>If the player is evil, flip the Ogre's token upside down. |
| Dawn | Wait a few seconds. Call for eyes open. |