

FIRST NIGHT

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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Amnesiac | This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information |
| | Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. |
| | Lunatic | If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. 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: 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. |
| | 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. |
| | Devil's Advocate | The Devil's Advocate chooses a living player. ◎ |
| | Damsel | Wake each Minion. Show the Damsel token. |
| | Chef | Give a finger signal. |
| | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
| | Grandmother | Point to the grandchild player & show their character token. |
| | Knight | Point to the two players marked KNOW . ◎◎ |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | 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. |