# FIRST NIGHT

| | |
|---|---|
| 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. |
| Preacher | The Preacher chooses a player. If they choose a Minion:<br>Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.<br>Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep. |
| Witch | The Witch chooses a player. ◎ |
| Fearmonger | The Fearmonger picks a player:<br>Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player." |
| Harpy | The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.<br>Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target. |
| Damsel | Wake each Minion. Show the Damsel token. |
| Librarian | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players. |
| Empath | 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. |
| 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. ◎ |
| Dawn | Wait a few seconds. Call for eyes open. |

# 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.<br>They immediately learn any 'you start knowing' information. |
| **Preacher** | The Preacher chooses a player. If they choose a Minion:<br>Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.<br>Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep. |
| **Acrobat** | The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎ |
| **Witch** | The Witch 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." |
| **Harpy** | The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.<br>Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target. |
| **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. |
| **Imp** | The Imp chooses a player. ◎ If the Imp chose themselves:<br>Replace 1 alive Minion token with a spare Imp token.<br>Put the old Imp to sleep. Wake the new Imp.<br>Show the **YOU ARE** token, then show the Imp token. |
| **No Dashii** | The No Dashii chooses a player. ◎ |
| **Vigormortis** | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎ |
| **Barber** | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens<br>If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token. |
| **Sweetheart** | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎ |
| **Damsel** | TBD |
| **Moonchild** | If the Moonchild is due to kill a good player, they die. ◎ |
| **Grandmother** | If the grandchild was killed by the Demon, the Grandmother dies too. ◎ |
| **Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
| **Empath** | Give a finger signal. |
| **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| **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. ◎ |
| **Juggler** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |