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: 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.
Sailor	The Sailor chooses a living player. ◎
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Poisoner	The Poisoner chooses a player. ◎
Courtier	The Courtier might choose a character. ◎◎
Godfather	Show the character tokens of all in-play Outsiders.
Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
Empath	Give a finger signal.
Steward	Point to the player marked **KNOW**. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

Dusk

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

Sailor

The Sailor chooses a living player. ◎

Poisoner

The Poisoner chooses a player. ◎

Courtier

The Courtier might choose a character. ◎◎

Fearmonger

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."

Lunatic

Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token &point to them, then their target(s).

Exorcist

The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

Princess

If it is the Princess' first day, and they nominated and executed a player:
If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.

Legion

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

Zombuul

If no one died today, the Zombuul chooses a player. ◎

Shabaloth

A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Godfather

If an Outsider died today, the Godfather chooses a player. ◎

Hatter

If the Hatter died, wake the Minions and Demon:
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
Each player may point to another character of the same type as their current character.
If a second player would end up with the same character as another player:
Shake your head no and gesture for them to choose again.
Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
Change each player to the character they chose.

Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Banshee

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

Professor

The Professor might choose a dead player. ◎◎

Empath

Give a finger signal.

Undertaker

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

Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◎

Dawn

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