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.

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. ◎

Lleech — The Lleech picks a player. Mark them with the **POISONED** token. ◎

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.

Godfather — Show the character tokens of all in-play Outsiders.

Pixie — Show the Townsfolk character token marked **MAD**.

Huntsman — If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Librarian — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Investigator — Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Clockmaker — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Steward — Point to the player marked **KNOW**. ◎

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.

Vizier — Declare that the Vizier is in play, and which player it is.

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

Pixie | If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

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.

Monk | The Monk chooses 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).

No Dashii | The No Dashii chooses a player. ◎

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

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. ◎

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

Huntsman | If the Huntsman points to a player:
Put them to sleep. Mark them with the **NO ABILITY** token. ◎
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Farmer | If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

Moonchild | If the Moonchild is due to kill a good player, they die. ◎

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Juggler | Give a finger signal.

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.