# 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. |
| 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. |
| Poisoner | The Poisoner chooses a player. ◎ |
| Washerwoman | Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players. |
| 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. |
| Chef | Give a finger signal. |
| Empath | Give a finger signal. |
| Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). |
| Butler | The Butler chooses a player. ◎ |
| Spy | Show the Grimoire to the Spy for as long as they need. |
| Dawn | Wait a few seconds. Call for eyes open. |

# OTHER NIGHTS

| | |
|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. |
| **Poisoner** | The Poisoner chooses a player. ◎ |
| **Monk** | The Monk chooses a player. ◎ |
| **Scarlet Woman** | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token. |
| **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. |
| **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**). |
| **Undertaker** | If a player was executed today, show their character token. |
| **Butler** | The Butler chooses a player. ◎ |
| **Spy** | Show the Grimoire to the Spy for as long as they need. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |