












# First Night

# Comrade Demon

M	Minion Info	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
D	Demon Info	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	Marionette	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	Lil' Monsta	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
	Pukka	The Pukka points to a player. That player is poisoned.
	Investigator	Show the character token of a Minion in play. Point to two players, one of which is that character.
	Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Dreamer	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	Noble	Point to 3 players including one evil player, in no particular order.
	Nightwatchman	The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

**Dusk**

Check that all eyes are closed. Some travellers act.

**Lunatic**

Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

**Pukka**

The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

**Lil' Monsta**

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

**Barber**

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

**Moonchild**

If the Moonchild used their ability to target a player today: If that player is good, they die.

**Empath**

Show the finger signal (0, 1, 2) for the number of evil neighbours.

**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

**Nightwatchman**

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.