



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
Mark the Engineer with the **NO ABILITY** reminder token. ☹



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Fearmonger

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☹
If they shake their head, remove their **DRUNK** reminder.



Investigator

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



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Butler

The Butler chooses a player. ☹



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.



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Engineer

If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.
Mark the Engineer with the **NO ABILITY** reminder token. ☉



Gambler

The Gambler chooses a player & 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."



Organ Grinder

The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ☉
If they shake their head, remove their **DRUNK** reminder.



Fang Gu

The Fang Gu chooses a player. ☉ If they chose an Outsider (once only):
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☉



Vortex

The Vortex chooses a player. ☉



Legion

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



Sage

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



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



King

If the number of dead players is equal to or exceeds the number of alive players:
Wake the King. Show one alive character token. Put the King to sleep.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Bounty Hunter

If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ☉



Butler

The Butler chooses a player. ☉



Dawn

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