



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.



Poisoner

The Poisoner chooses a player. ☹



Godfather

Show the character tokens of all in-play Outsiders.



Spy

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



Pukka

The Pukka 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**).



Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Butler

The Butler chooses a player. ☹



Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poisoner	The Poisoner chooses a player. ☹
	Monk	The Monk chooses a player. ☹
	Spy	Show the Grimoire to the Spy for as long as they need.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	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).
	Zombuul	If no one died today, the Zombuul chooses a player. ☹
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☹
	No Dashii	The No Dashii chooses a player. ☹
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	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 <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☹
	Butler	The Butler chooses a player. ☹
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.