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| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | Yaggababble | Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase. |
| | 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. |
| | Sailor | The Sailor chooses a living player. ☉ |
| | 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. ☹ |
| | Damsel | Wake each Minion. Show the Damsel token. |
| | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK 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. ☹ |
| | Grandmother | Point to the grandchild player & show their character token. |
| | Balloonist | Point to a player (alive or dead). Place the SEEN token next to the shown player. ☹ |
| | 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.) |
| | Spy | Show the Grimoire to the Spy for as long as they need. |
| | Dawn | Wait a few seconds. Call for eyes open. |

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|  | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|  | Sailor | The Sailor chooses a living player. ☹ |
|  | 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). |
|  | Legion | You may decide a player that dies. (Once per living Legion) ☹ |
|  | 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. ☹ |
|  | Ojo | The Ojo points to a role. If a player has that role, they die. ☹ If the role is out of play, the Storyteller chooses any number of players that die. ☹ |
|  | Yaggababble | For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ☹ |
|  | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
|  | Damsel | TBD |
|  | Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ☹ |
|  | 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. |
|  | Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹ |
|  | 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.) |
|  | 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. |