



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.



Summoner

Place the **NIGHT 1** reminder. ☺
Show the Summoner 3 not-in-play characters as bluffs.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Pukka

The Pukka chooses a player. ☺



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.



Empath

Give a finger signal.



Fortune Teller

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



Grandmother

Point to the grandchild player & show their character token.



Clockmaker

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☺



Spy

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



Mathematician

Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Gambler

The Gambler chooses a player & a character. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Summoner

On night two, place the **NIGHT 2** reminder. ☹On night three, place the **NIGHT 3** reminder ☹ and wake the Summoner:

They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.

Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.Show the **YOU ARE** info token, then give a thumbs down.

Replace their character token with the Demon token and put the new Demon to sleep.



Exorcist

The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon:

Wake the Demon. Show the **THIS CHARACTER SELECTED YOU & Exorcist** tokens. Point to the Exorcist.

Imp

The Imp chooses a player. ☹ If the Imp chose themselves:

Replace 1 alive Minion token with a spare Imp token.

Put the old Imp to sleep. Wake the new Imp.

Show the **YOU ARE** token, then show the Imp token.

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 **YOU ARE** 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. ☹



Tinker

The Tinker might die. ☹



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**).

Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Spy

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



Mathematician

Give a finger signal.



Dawn

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