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|  | <b>Dusk</b>           | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Lord Of Typhon</b> | Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:<br>Show each of these players a unique Minion token, and give a thumbs down.<br>Replace these players' good character tokens with these Minion tokens and put these players to sleep.<br>Then, do the Minion Info and Demon Info steps as normal. |
|  | <b>Philosopher</b>    | The Philosopher might choose a character. If necessary, swap their character token. Ⓜ  |
|  | <b>Minion Info</b>    | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Demon Info</b>     | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | <b>Godfather</b>      | Show the character tokens of all in-play Outsiders.  |
|  | <b>Fearmonger</b>     | The Fearmonger picks a player:<br>Mark the chosen player with the <b>FEAR</b> reminder. Ⓜ Declare that "The Fearmonger has chosen a player."   |
|  | <b>Mezepheles</b>     | Show a single word on a piece of paper, phone, or other device.  |
|  | <b>Huntsman</b>       | If the Huntsman points to a player:<br>Put them to sleep. Mark them with the <b>NO ABILITY</b> token. Ⓜ<br>If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.<br>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.                  |
|  | <b>Damsel</b>         | Wake each Minion. Show the Damsel token.   |
|  | <b>Steward</b>        | Point to the player marked <b>KNOW</b> . Ⓜ   |
|  | <b>Balloonist</b>     | Point to a player (alive or dead).<br>Place the <b>SEEN</b> token next to the shown player. Ⓜ  |
|  | <b>Shugenja</b>       | Point your finger horizontally in the direction of the closest evil player.<br>If the two closest evil players are equidistant, point your finger horizontally in either direction.  |
|  | <b>Village Idiot</b>  | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.  |
|  | <b>Dawn</b>           | Wait a few seconds. Call for eyes open.  |

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|  | Dusk           | Check that all eyes are closed. Some Travellers & Fabled act.   |
|  | Philosopher    | The Philosopher might choose a character. If necessary, swap their character token. ⚡   |
|  | Pit-Hag        | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.   |
|  | Fearmonger     | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:<br>Mark the chosen player with the <b>FEAR</b> reminder. ⚡ Declare that "The Fearmonger has chosen a player."  |
|  | Mezepheles     | If a player is marked with the <b>TURNS EVIL</b> reminder:<br>Wake them. Show the <b>YOU ARE</b> info token then give a thumbs down. Put them to sleep.<br>Turn their character token upside down. (This shows they are now evil.)<br>Mark the Mezepheles with the <b>NO ABILITY</b> reminder. ⚡  |
|  | Exorcist       | The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.   |
|  | Legion         | You may decide a player that dies. (Once per living Legion) ⚡   |
|  | Po             | The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡*  |
|  | Lord Of Typhon | The Lord of Typhon chooses a player. ⚡  |
|  | Al-Hadikhia    | The Al-Hadikhia points at three players:<br>Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep.<br>Wake the player marked <b>1</b> & say "The Al-Hadikhia has chosen" then the name of the player.<br>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> & <b>3</b> .<br>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>If all three are alive (none have a shroud), add a shroud to all three. |
|  | Godfather      | If an Outsider died today, the Godfather chooses a player. ⚡  |
|  | Gossip         | If the Gossip is due to kill a player, they die. ⚡  |
|  | Banshee        | If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ⚡<br>Publicly announce that the Banshee died.  |
|  | Huntsman       | If the Huntsman points to a player:<br>Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ⚡<br>If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.<br>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.   |
|  | Damsel         | TBD   |
|  | Farmer         | If the Farmer died tonight:<br>Wake an alive good player.<br>Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep.<br>Replace their previous character token with a Farmer character token.   |
|  | Balloonist     | Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token.<br>Place the <b>SEEN</b> token next to the shown player. ⚡   |
|  | Village Idiot  | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.   |
|  | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.  |