

**Dusk**

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

**Magician**

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**Wizard**

Run the Wizard's ability, if applicable.

**Godfather**

Show the character tokens of all in-play Outsiders.

**Cerenovus**

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

**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.

**Noble**

Point to all three players marked **KNOW**.

**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. ☹

**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.)

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

**Leviathan**

Mark the Leviathan with the **DAY 1** reminder. ☹



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Cannibal

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Wizard

Run the Wizard's ability, if applicable.



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character 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).



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. ☹



Al-Hadikhia

The Al-Hadikhia points at three players:
Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**. Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. 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. ☹



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹ Publicly announce that the Banshee died.



Moonchild

If the Moonchild is due to kill a good player, they die. ☹



Town Crier

Either nod or shake your head.



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. ☹



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.)



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹