

**Dusk**

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

**Alchemist**

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. Ⓢ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).

**Poppy Grower**

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

**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.

**Snitch**

Repeat the following process for each Minion:  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**Engineer**

If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. Ⓢ

**Xaan**

Add the **NIGHT** reminder token that matches the current night. Ⓢ  
On the night that equals the number of Outsiders in play when the game began:  
Add the **X** reminder to the Grimoire. Ⓢ Remove it the following dusk.

**Poisoner**

The Poisoner chooses a player. Ⓢ

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:  
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.  
Put the old Snake Charmer to sleep. Wake the old Demon.  
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. Ⓢ

**Harpy**

The Harpy chooses a player Ⓢ & then another player. Ⓢ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Chef**

Give a finger signal.

**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. Ⓢ

**Dawn**

Wait a few seconds. Call for eyes open.





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Cannibal

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



Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺



Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder: Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



Engineer

If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep. Mark the Engineer with the **NO ABILITY** reminder token. ☺



Xaan

Add the **NIGHT** reminder token that matches the current night. ☺  
On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.



Poisoner

The Poisoner chooses a player. ☺



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



Monk

The Monk chooses a player. ☺



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Harpy

The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



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).



Shabaloth

A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺



Vigormortis

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺



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.



Yaggababble

For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ☺



Hatter

If the Hatter died, wake the Minions and Demon:  
Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.



Professor

The Professor might choose a dead player. ☺☺



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. ☺



Dawn

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