



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



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.).



Yaggababble

Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.



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.



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.



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. ☉



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.



Pukka

The Pukka chooses a player. ☉



Chef

Give a finger signal.



Butler

The Butler chooses a player. ☉



Grandmother

Point to the grandchild player & show their character token.



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.



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☉



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 toMark 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. ☉



Monk

The Monk chooses a player. ☉



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

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.

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.

Pukka

The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉



Shabaloth

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



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. ☉

Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokensIf the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

Professor

The Professor might choose a dead player. ☉☉



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☉



Undertaker

If a player was executed today, show their character token.



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. ☉

Butler

The Butler chooses a player. ☉



Dawn

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