



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.



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.



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.



Sailor

The Sailor chooses a living player. ☉



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



Mezepheles

Show a single word on a piece of paper, phone, or other device.



Pukka

The Pukka chooses a player. ☉



Clockmaker

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Noble

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



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.)



Spy

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



Ogre

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Cannibal**

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

**Sailor**

The Sailor chooses a living player. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Gambler**

The Gambler chooses a player & a character. ☉

**Mezephales**

If a player is marked with the **TURNS EVIL** reminder:
 Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
 Turn their character token upside down. (This shows they are now evil.)
 Mark the Mezephales with the **NO ABILITY** reminder. ☉

**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.

**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).

**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. ☉

**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. ☉

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☉**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉
 Place the **DEAD** token beside any living player. ☉

**Assassin**

The Assassin might choose a player. ☉☉

**Banshee**

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

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Town Crier**

Either nod or shake your head.

**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.)

**Spy**

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

**Dawn**

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