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|---|-----------------------|---|
|  | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|  | Boffin | Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token. |
|  | Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. |
|  | 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. |
|  | 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. |
|  | Washerwoman | Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players. |
|  | Investigator | Show the Minion character token. Point to both the MINION and WRONG players. |
|  | Chef | Give a finger signal. |
|  | Empath | Give a finger signal. |
|  | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
|  | Butler | The Butler chooses a player. ☉ |
|  | Balloonist | Point to a player (alive or dead). Place the SEEN token next to the shown player. ☉ |
|  | 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. ☉ |
|  | Spy | Show the Grimoire to the Spy for as long as they need. |
|  | Dawn | Wait a few seconds. Call for eyes open. |
|  | Leviathan | Mark the Leviathan with the DAY 1 reminder. ☉ |

**Dusk**

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

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**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.

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.

**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. ☉

**Vigormortis**

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

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Empath**

Give a finger signal.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Undertaker**

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

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the **SEEN** token.
 Place the **SEEN** token next to the shown 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. ☉

**Butler**

The Butler chooses a player. ☉

**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.

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