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|---|---|---|
| **Dusk** | Check that all eyes are closed. Some Travellers & Fabled act. | |
| **Kazali** | The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the **You Are** info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep. | |
| **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. | |
| **Poisoner** | The Poisoner chooses a player. ◎ | |
| **Widow** | Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎ | |
| **Godfather** | Show the character tokens of all in-play Outsiders. | |
| **Librarian** | Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players. | |
| **Investigator** | Show the Minion character token. Point to both the **MINION** and **WRONG** players. | |
| **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. ◎ | |
| **Grandmother** | Point to the grandchild player & show their character token. | |
| **Clockmaker** | Give a finger signal. | |
| **Nightwatchman** | If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ | |
| **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.

**Poisoner** — The Poisoner chooses a player. ◎

**Innkeeper** — The Innkeeper chooses 2 players. ◎◎◎

**Scarlet Woman** — If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon 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).

**Imp** — The Imp chooses a player. ◎ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

**Po** — The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

**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. ◎

**Kazali** — The Kazali chooses a player. ◎

**Godfather** — If an Outsider died today, the Godfather chooses a player. ◎

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

**Grandmother** — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

**Empath** — Give a finger signal.

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

**Nightwatchman** — If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

**Butler** — The Butler chooses a player. ◎

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