



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.



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.



Lleech

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



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. ☹



Pukka

The Pukka chooses a player. ☹



Damsel

Wake each Minion. Show the Damsel token.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** 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**).



Grandmother

Point to the grandchild player & show their character token.



Steward

Point to the player marked **KNOW**. ☹



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.

**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. ☉☉☉

**Pukka**

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

**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.

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☉**Assassin**

The Assassin might choose a player. ☉☉

**Damsel**

TBD

**Grandmother**

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

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**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.

**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 & immediately say who died.