



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.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Mezepheles

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



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Chef

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. ☹



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹