



## Dusk

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



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



## 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.



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



## Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.  
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



## 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**).



## Grandmother

Point to the grandchild player & show their character token.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## 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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Cerenovus	The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	Summoner	On night two, place the <b>NIGHT 2</b> reminder. ☹ On night three, place the <b>NIGHT 3</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	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 <b>YOU ARE</b> token, then show the Imp token.
	Zombuul	If no one died today, the Zombuul chooses a player. ☹
	Shabaloth	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	No Dashii	The No Dashii chooses a player. ☹
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹
	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 <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.