



Dusk

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



Lord Of Typhon

Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:  
 Show each of these players a unique Minion token, and give a thumbs down.  
 Replace these players' good character tokens with these Minion tokens and put these players to sleep.  
 Then, do the Minion Info and Demon Info steps as normal.



Philosopher

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



Fearmonger

The Fearmonger picks a player:  
 Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Empath

Give a finger signal.



Grandmother

Point to the grandchild player &amp; show their character token.



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.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Philosopher**

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

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."**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.

**Exorcist**The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.**Lycanthrope**The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.**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 if they chose no-one last night. ☉ or ☉☉(\*).

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☉

**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.

**Banshee**If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉ Publicly announce that the Banshee died.**Grandmother**

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

**Empath**

Give a finger signal.

**Undertaker**

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

**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.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.