

**Dusk**

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

**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.

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Empath**

Give a finger signal.

**Steward**

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

**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.

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:  
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).  
Put the Cult Leader back to sleep.  
Turn the Cult Leader token upside-down. (This shows their alignment.)

**Chambermaid**

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

**Dawn**

Wait a few seconds. Call for eyes open.

**Vizier**

Declare that the Vizier is in play, and which player it is.



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. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Acrobat

The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☉

Scarlet Woman

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

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.



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 ☉☉(\*)



Ojo

The Ojo points to a role. If a player has that role, they die. ☉

If the role is out of play, the Storyteller chooses any number of players that die. ☉



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 Al-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, &amp; add a shroud for players that choose die.

If all three are alive (none have a shroud), add a shroud to all three.



Farmer

If the Farmer died tonight:

Wake an alive good player.

Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.

Replace their previous character token with a Farmer character token.



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.



Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:

Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).

Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)



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.