



Dusk

Check that all eyes are closed. Some Travellers & 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.



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.



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.



Poisoner

The Poisoner chooses a player. ☹



Pukka

The Pukka chooses a player. ☹



Investigator

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



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Butler

The Butler chooses a player. ☹



Clockmaker

Give a finger signal.



Steward

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



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹



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.)



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Poisoner**

The Poisoner chooses a player. ☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**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.

**Lunatic**

Do whatever needs to be done to simulate the Demon acting.

Put the Lunatic to sleep. Wake the Demon.

Show the Lunatic token & point to them, then their target(s).

**Pukka**

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

**Fang Gu**

The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):

Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.

Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹**No Dashii**

The No Dashii chooses a player. ☹

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**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.

**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.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the SEEN token.

Place the SEEN token next to the shown player. ☹

**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.)

**Butler**

The Butler chooses a player. ☹

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Dawn**

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