| | | |
|---|---|---|
| **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:<br>    Show the **THIS IS THE DEMON** token. Point to the Demon. |
| **Demon Info** | If there are 7 or more players, wake the Demon:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>    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. ◎<br>On the night that equals the number of Outsiders in play when the game began:<br>    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |
| **Widow** | Show the Grimoire for as long as the Widow needs.<br>The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.<br>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎ |
| **Washerwoman** | Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players. |
| **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. |
| **Chef** | Give a finger signal. |
| **Empath** | 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. ◎ |
| **Nightwatchman** | If the Nightwatchman points at a player:<br>    Put the Nightwatchman to sleep.<br>    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.<br>    Point to the Nightwatchman player. Put the chosen player back to sleep.<br>    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |
| **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.

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

**Monk** | The Monk chooses a player. ◎

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

**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.

**No Dashii** | The No Dashii chooses a player. ◎

**Lleech** | The Lleech chooses a player. Mark them with the **DEAD** token. ◎

**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.

**Ravenkeeper** | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath** | Give a finger signal.

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

**Nightwatchman** | If the Nightwatchman points at a player:
    Put the Nightwatchman to sleep.
    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
    Point to the Nightwatchman player. Put the chosen player back to sleep.
    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

**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.