

| | | |
|--|---------------------|--|
| | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
| | 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. |
| | Leech | The LLeech picks a player. Mark them with the POISONED token. ☺ |
| | Poisoner | The Poisoner chooses a player. ☺ |
| | 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. |
| | Butler | The Butler chooses a player. ☺ |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | 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. |
| | Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information. |
| | Poisoner | The Poisoner chooses a player. ◎ |
| | Gambler | The Gambler chooses a player & a character. ◎ |
| | Monk | The Monk chooses a player. ◎ |
| | Summoner | <p>On night two, place the NIGHT 2 reminder. ◎</p> <p>On night three, place the NIGHT 3 reminder ◎ and wake the Summoner:</p> <ul style="list-style-type: none"> 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 | <p>Do whatever needs to be done to simulate the Demon acting.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the Lunatic token & point to them, then their target(s).</p> |
| | Fang Gu | <p>The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):</p> <ul style="list-style-type: none"> 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. ◎ |
| | LLeech | The LLeech chooses a player. Mark them with the DEAD token. ◎ |
| | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
| | Cult Leader | <p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <ul style="list-style-type: none"> 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. |