

**Dusk**

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

**Kazali**

The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

**Minion Info**

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.

**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.

**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.

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☉

**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

**Fortune Teller**

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

**Clockmaker**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Bounty Hunter**

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☉

**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. ☉

**Spy**

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

**Ogre**

The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

**Dawn**

Wait a few seconds. Call for eyes open.

**Leviathan**

Mark the Leviathan with the **DAY 1** reminder. ☉

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|---|----------------|---|
|  | 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. |
|  | 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. |
|  | Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up. ☺ |
|  | 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. |
|  | Zombuul | If no one died today, the Zombuul chooses a player. ☺ |
|  | 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. ☺ |
|  | Kazali | The Kazali chooses a player. ☺ |
|  | Sweetheart | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺ |
|  | Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token. |
|  | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
|  | Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character. |
|  | Bounty Hunter | If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☺ |
|  | 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. ☺ |
|  | 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. |
|  | Leviathan | Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ☺ |