



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.



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.



Fearmonger

The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."



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.



Fortune Teller

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



Balloonist

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



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.



Ogre

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



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

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

**Dusk**

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**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.

**Fearmonger**

The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."

**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. ☹

**Vortex**

The Vortex chooses a player. ☹

**Lord Of Typhon**

The Lord of Typhon chooses a player. ☹

**Assassin**

The Assassin might choose 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.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☹

**Fortune Teller**

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

**Juggler**

Give a finger signal.

**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. ☹

**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.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Dawn**

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