



## Dusk

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



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Yaggababble

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.



## 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.



## 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.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Damsel

Wake each Minion. Show the Damsel token.



## Washerwoman

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



## Empath

Give a finger signal.



## Fortune Teller

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



## Noble

Point to all three players marked **KNOW**.



## 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.



## 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 <b>NIGHT</b> reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk.
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☹
	Monk	The Monk chooses a player. ☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	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).
	Legion	You may decide a player that dies. (Once per living Legion) ☹
	Zombuul	If no one died today, the Zombuul chooses a player. ☹
	No Dashii	The No Dashii chooses a player. ☹
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ☹
	Banshee	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☹ Publicly announce that the Banshee died.
	Damsel	TBD
	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 <b>RED HERRING</b> ).
	Undertaker	If a player was executed today, show their character token.
	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.
	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.