

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Boffin	Wake the Boffin and the Demon. Show the THIS CHARACTER SELECTED YOU info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	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.
	Godfather	Show the character tokens of all in-play Outsiders.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Chef	Give a finger signal.
	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	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. ©
	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.

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	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Innkeeper	The Innkeeper chooses 2 players.
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder.
	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> <p>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.</p> <p>Wake the chosen player. Show the YOU ARE info token, then the Demon token.</p> <p>Show the YOU ARE info token, then give a thumbs down.</p> <p>Replace their character token with the Demon token and put the new Demon to sleep.</p>
	Vortox	The Vortox chooses a player.
	Vigormortis	The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.
	Ojo	<p>The Ojo points to a role. If a player has that role, they die. </p> <p>If the role is out of play, the Storyteller chooses any number of players that die. </p>
	Al-Hadikhia	<p>The Al-Hadikhia points at three players:</p> <p>Mark these players with the 1, 2, & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep.</p> <p>Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player.</p> <p>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3.</p> <p>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.</p> <p>If all three are alive (none have a shroud), add a shroud to all three.</p>
	Godfather	If an Outsider died today, the Godfather chooses a player.
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.