



Dusk

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



Philosopher

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



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☉ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.)



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Minion Info

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



Snitch

Repeat the following process for each Minion:  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



Engineer

If the Engineer points to a Demon or Minions on their character sheet:  
Swap all appropriate character tokens with new character tokens.  
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to sleep.  
Mark the Engineer with the **NO ABILITY** reminder token. ☉



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉



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.



Poisoner

The Poisoner chooses a player. ☉



Fearmonger

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



Pukka

The Pukka chooses a player. ☉



Chef

Give a finger signal.



Butler

The Butler chooses a player. ☉



Grandmother

Point to the grandchild player & show their character token.



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. ☉



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. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|  | Engineer      | If the Engineer points to a Demon or Minions on their character sheet:<br>Swap all appropriate character tokens with new character tokens.<br>Wake each evil player that changed character, show the <b>YOU ARE</b> info token, then their new character token. Put them to sleep.<br>Mark the Engineer with the <b>NO ABILITY</b> reminder token. ☉                                                                                                                                                                                                                          |
|  | Xaan          | Add the <b>NIGHT</b> reminder token that matches the current night. ☉<br>On the night that equals the number of Outsiders in play when the game began:<br>Add the <b>X</b> reminder to the Grimoire. ☉ Remove it the following dusk.                                                                                                                                                                                                                                                                                                                                          |
|  | Poisoner      | The Poisoner chooses a player. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|  | Monk          | The Monk chooses a player. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|  | Fearmonger    | The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder:<br>Mark the chosen player with the <b>FEAR</b> reminder. ☉ Declare that "The Fearmonger has chosen a player."                                                                                                                                                                                                                                                                                                                                                  |
|  | Summoner      | On night two, place the <b>NIGHT 2</b> reminder. ☉<br>On night three, place the <b>NIGHT 3</b> reminder ☉ and wake the Summoner:<br>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.<br>Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token.<br>Show the <b>YOU ARE</b> info token, then give a thumbs down.<br>Replace their character token with the Demon token and put the new Demon to sleep.                                                                                                 |
|  | Exorcist      | The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU &amp; Exorcist</b> tokens. Point to the Exorcist.                                                                                                                                                                                                                                                                                                                                                                     |
|  | Pukka         | The Pukka chooses a player. ☉ The previously poisoned player dies then becomes healthy. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|  | Shabaloth     | A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|  | Al-Hadikhia   | The Al-Hadikhia points at three players:<br>Mark these players with the <b>1, 2, &amp; 3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep.<br>Wake the player marked <b>1</b> & say "The A-I Hadikhia has chosen" then the name of the player.<br>Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2 &amp; 3</b> .<br>Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.<br>If all three are alive (none have a shroud), add a shroud to all three. |
|  | Lil' Monsta   | The minions pick a player. Put them back to sleep, and then:<br>Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☉<br>Place the <b>DEAD</b> token beside any living player. ☉                                                                                                                                                                                                                                                                 |
|  | Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.<br>Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.                                                                                                                                                                                                                                                                                                                                                                            |
|  | Professor     | The Professor might choose a dead player. ☉☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|  | Grandmother   | If the grandchild was killed by the Demon, the Grandmother dies too. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|  | Undertaker    | If a player was executed today, show their character token.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|  | Bounty Hunter | If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.<br>Move the <b>SEEN</b> token to the shown player. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|  | Butler        | The Butler chooses a player. ☉                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|  | Dawn          | Wait a few seconds. Call for eyes open & immediately say who died.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |