



Dusk

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



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.



Sailor

The Sailor chooses a living player. ☹



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. ☹



Preacher

The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



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. ☹



Wizard

Run the Wizard's ability, if applicable.



Godfather

Show the character tokens of all in-play Outsiders.



Evil Twin

Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.



Pukka

The Pukka chooses a player. ☹



Damsel

Wake each Minion. Show the Damsel token.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Chef

Give a finger signal.



Butler

The Butler chooses a player. ☹



Steward

Point to the player marked **KNOW**. ☹



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

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

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☹

**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 toMark the Engineer with the **NO ABILITY** reminder token. ☹**Preacher**

The Preacher chooses a player. If they choose a Minion:

Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.**Wizard**

Run the Wizard's ability, if applicable.

**Monk**

The Monk chooses a player. ☹

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:

Mark them with the **DEAD** reminder. ☹ Demon doesn't kill tonight.**Zombuul**

If no one died today, the Zombuul chooses a player. ☹

**Pukka**

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:

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. ☹Place the **DEAD** token beside any living player. ☹**Godfather**

If an Outsider died today, the Godfather chooses a player. ☹

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹

**Damsel**

TBD

**Undertaker**

If a player was executed today, show their character token.

**Butler**

The Butler chooses a player. ☹

**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. ☹