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|  | Dusk             | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | Alchemist        | Show the <b>YOU ARE</b> info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the <b>IS THE ALCHEMIST</b> token.  Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).  |
|  | Minion Info      | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | Lunatic          | If there are 7 or more players, wake the Lunatic:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the <b>YOU ARE</b> info token and the Demon token.<br>Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic. |
|  | Summoner         | Place the <b>NIGHT 1</b> reminder.<br>Show the Summoner 3 not-in-play characters as bluffs.  |
|  | Demon Info       | If there are 7 or more players, wake the Demon:<br>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.<br>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.  |
|  | Lil' Monsta      | Instead of the normal Minion Info and Demon Info steps, do the following:<br>Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:<br>Put the minions back to sleep. 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.                               |
|  | LLeech           | The LLeech picks a player. Mark them with the <b>POISONED</b> token.   |
|  | Devil's Advocate | The Devil's Advocate chooses a living player.  |
|  | Mezepheles       | Show a single word on a piece of paper, phone, or other device.  |
|  | Huntsman         | If the Huntsman points to a player:<br>Put them to sleep. Mark them with the <b>NO ABILITY</b> token.<br>If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.<br>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.  |
|  | Investigator     | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.   |
|  | Clockmaker       | Give a finger signal.  |
|  | Steward          | Point to the player marked <b>KNOW</b> .   |
|  | Balloonist       | Point to a player (alive or dead).<br>Place the <b>SEEN</b> token next to the shown player.  |
|  | Bounty Hunter    | Wake any player with a Townsfolk character:<br>Show them the <b>YOU ARE</b> token, & a thumbs down. Put them back to sleep.<br>Turn their token upside-down. (This shows they are evil.)<br>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player.  |
|  | Nightwatchman    | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token.  |
|  | Mathematician    | Give a finger signal.  |
|  | Dawn             | Wait a few seconds. Call for eyes open.  |
|  | Leviathan        | Mark the Leviathan with the <b>DAY 1</b> reminder.   |

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|  | <b>Dusk</b>             | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Innkeeper</b>        | The Innkeeper chooses 2 players.   |
|  | <b>Monk</b>             | The Monk chooses a player.   |
|  | <b>Devil's Advocate</b> | The Devil's Advocate chooses a living player.  |
|  | <b>Mezepheles</b>       | If a player is marked with the <b>TURNS EVIL</b> reminder:<br>Wake them. Show the <b>YOU ARE</b> info token then give a thumbs down. Put them to sleep.<br>Turn their character token upside down. (This shows they are now evil.)<br>Mark the Mezepheles with the <b>NO ABILITY</b> reminder.   |
|  | <b>Summoner</b>         | 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. |
|  | <b>Lunatic</b>          | Do whatever needs to be done to simulate the Demon acting.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token & point to them, then their target(s).   |
|  | <b>Shabaloth</b>        | A previously chosen player might be resurrected.  The Shabaloth chooses 2 players.   |
|  | <b>Leech</b>            | The LLeech chooses a player. Mark them with the <b>DEAD</b> token.   |
|  | <b>Lil' Monsta</b>      | 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.  |
|  | <b>Gossip</b>           | If the Gossip is due to kill a player, they die.   |
|  | <b>Sweetheart</b>       | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.  |
|  | <b>Huntsman</b>         | If the Huntsman points to a player:<br>Put them to sleep. Mark them with the <b>NO ABILITY</b> token.<br>If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.<br>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.  |
|  | <b>Moonchild</b>        | If the Moonchild is due to kill a good player, they die.   |
|  | <b>Balloonist</b>       | Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token.<br>Place the <b>SEEN</b> token next to the shown player.  |
|  | <b>Bounty Hunter</b>    | 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.  |
|  | <b>Nightwatchman</b>    | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token.  |
|  | <b>Mathematician</b>    | Give a finger signal.  |
|  | <b>Dawn</b>             | Wait a few seconds. Call for eyes open & immediately say who died.   |
|  | <b>Leviathan</b>        | Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder.  |