

|  |                     |  |
|--|---------------------|--|
|  | <b>Dusk</b>         | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Boffin</b>       | Wake the Boffin and the Demon.<br>Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token.<br>Place this second character token by the Demon character token.   |
|  | <b>Minion Info</b>  | If there are 7 or more players, wake all Minions:<br>Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.  |
|  | <b>Demon Info</b>   | 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.  |
|  | <b>Sailor</b>       | The Sailor chooses a living player. ☺  |
|  | <b>Lil' Monsta</b>  | 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. ☺ |
|  | <b>Xaan</b>         | 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.   |
|  | <b>Pukka</b>        | The Pukka chooses a player. ☺  |
|  | <b>Washerwoman</b>  | Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.   |
|  | <b>Investigator</b> | Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.   |
|  | <b>Empath</b>       | Give a finger signal.  |
|  | <b>Butler</b>       | The Butler chooses a player. ☺   |
|  | <b>Balloonist</b>   | Point to a player (alive or dead).<br>Place the <b>SEEN</b> token next to the shown player. ☺  |
|  | <b>Shugenja</b>     | Point your finger horizontally in the direction of the closest evil player.<br>If the two closest evil players are equidistant, point your finger horizontally in either direction.  |
|  | <b>Cult Leader</b>  | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.)   |
|  | <b>Ogre</b>         | The Ogre points to a player:<br>If the player is evil, flip the Ogre's token upside down.  |
|  | <b>Chambermaid</b>  | The Chambermaid chooses 2 living players. Give a finger signal.  |
|  | <b>Dawn</b>         | Wait a few seconds. Call for eyes open.  |

|  |                      |  |
|--|----------------------|--|
|  | <b>Dusk</b>          | Check that all eyes are closed. Some Travellers & Fabled act.  |
|  | <b>Sailor</b>        | The Sailor chooses a living player. Ⓛ  |
|  | <b>Xaan</b>          | 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.   |
|  | <b>Monk</b>          | The Monk chooses a player. Ⓛ   |
|  | <b>Scarlet Woman</b> | If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.   |
|  | <b>Pukka</b>         | The Pukka chooses a player. Ⓛ The previously poisoned player dies then becomes healthy. Ⓛ  |
|  | <b>Po</b>            | The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓛ or Ⓛ Ⓛ (*   |
|  | <b>Fang Gu</b>       | The Fang Gu chooses a player. Ⓛ If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. Ⓛ  |
|  | <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>Sage</b>          | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.   |
|  | <b>Empath</b>        | Give a finger signal.  |
|  | <b>Undertaker</b>    | If a player was executed today, show their character token.  |
|  | <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>Cult Leader</b>   | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:<br>Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good).<br>Put the Cult Leader back to sleep.<br>Turn the Cult Leader token upside-down. (This shows their alignment.) |
|  | <b>Butler</b>        | The Butler chooses a player. Ⓛ   |
|  | <b>Chambermaid</b>   | The Chambermaid chooses 2 living players. Give a finger signal.  |
|  | <b>Dawn</b>          | Wait a few seconds. Call for eyes open & immediately say who died.   |