

**Dusk**

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

**Kazali**

The Kazali points at a player and a Minion on the character sheet.  
 Replace their old character token with the Minion token. Wake the player.  
 Show them the **You Are** info token then the Minion character token, and give a thumbs down.  
 Repeat until the normal number of Minions exist.  
 Put the Kazali to sleep.

**Minion Info**

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

**Lunatic**

If there are 7 or more players, wake the Lunatic:  
 Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
 Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
 Put the Lunatic to sleep. Wake the Demon.  
 Show the **YOU ARE** info token and the Demon token.  
 Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**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. ☉

**Marionette**

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
 Put the Demon to sleep.

**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.

**Godfather**

Show the character tokens of all in-play Outsiders.

**Fearmonger**

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

**Huntsman**

If the Huntsman points to a player:  
 Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
 If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
 Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

**Washerwoman**Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.**Steward**Point to the player marked **KNOW**. ☉**Shugenja**

Point your finger horizontally in the direction of the closest evil player.  
 If the two closest evil players are equidistant, point your finger horizontally in either direction.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**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.

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

**Dusk**

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

**Sailor**

The Sailor chooses a living player. ☉

**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.**Innkeeper**

The Innkeeper chooses 2 players. ☉☉

**Fearmonger**The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:  
Mark the chosen player with the **FEAR** reminder. ☉ Declare that "The Fearmonger has chosen a player."**Lunatic**Do whatever needs to be done to simulate the Demon acting.  
Put the Lunatic to sleep. Wake the Demon.  
Show the Lunatic token & point to them, then their target(s).**Shabaloth**

A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉\*

**Kazali**

The Kazali chooses a player. ☉

**Godfather**

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

**Banshee**If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉  
Publicly announce that the Banshee died.**Huntsman**If the Huntsman points to a player:  
Put them to sleep. Mark them with the **NO ABILITY** token. ☉  
If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.  
Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Undertaker**

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

**Village Idiot**Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.**Dawn**

Wait a few seconds. Call for eyes open &amp; immediately say who died.

**Leviathan**Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☉