



## 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.



## Widow

Show the Grimoire for as long as the Widow needs.  
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.  
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Devil's Advocate

The Devil's Advocate chooses a living player. ☹



## Pixie

Show the Townsfolk character token marked **MAD**.



## Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



## Investigator

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



## Empath

Give a finger signal.



## Clockmaker

Give a finger signal.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Noble

Point to all three players marked **KNOW**.



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## Dawn

Wait a few seconds. Call for eyes open.



**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☹

**Zombuul**

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

**Shabaloth**

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

**Fang Gu**The Fang Gu chooses a player. ☹ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☹**No Dashii**

The No Dashii 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.**Empath**

Give a finger signal.

**Dreamer**

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**Dawn**

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