



Dusk

Check that all eyes are closed. Some Travellers & 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.



Poppy Grower

Wake the Demon.
 Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
 Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.



Yaggababble

Write a phrase down so that the Yaggababble can read it.
 Show the Yaggababble the phrase.



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.



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.



Godfather

Show the character tokens of all in-play Outsiders.



Witch

The Witch chooses 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.



Investigator

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



Noble

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



Nightwatchman

If the Nightwatchman points at a player:
 Put the Nightwatchman to sleep.
 Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
 Point to the Nightwatchman player. Put the chosen player back to sleep.
 Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Poppy Grower**

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder: Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ☺☺☺

**Monk**

The Monk chooses a player. ☺

**Witch**

The Witch chooses a player. ☺

**Vortex**

The Vortex chooses a player. ☺

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☺
If the role is out of play, the Storyteller chooses any number of players that die. ☺

**Yaggababble**

For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ☺

**Kazali**

The Kazali chooses a player. ☺

**Assassin**

The Assassin might choose a player. ☺☺

**Godfather**

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

**Gossip**

If the Gossip is due to kill a player, they die. ☺

**Hatter**

If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.

**Sweetheart**

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

**Professor**

The Professor might choose a dead 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.

**Nightwatchman**

If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the **NO ABILITY** reminder token. ☺

**Dawn**

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