



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.



Harpy

The Harpy chooses a player ☹️ & then another player. ☹️ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Grandmother

Point to the grandchild player & show their character token.



Clockmaker

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹️



Balloonist

Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹️



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

Declare that the Vizier is in play, and which player it is.



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Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Monk

The Monk chooses a player. ☉



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.



Harpy

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.



Legion

You may decide a player that dies. (Once per living Legion) ☉



Shabaloth

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



Po

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



Gossip

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



Plague Doctor

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☉
Publicly announce that the Banshee died.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☉



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☉



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ☉



Spy

Show the Grimoire to the Spy for as long as they need.



Dawn

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