

**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. ☹**Washerwoman**Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.**Librarian**Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.**Empath**

Give a finger signal.

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

The Butler chooses a player. ☹

**Noble**Point to all three players marked **KNOW**.**Bounty Hunter**Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹**Cult Leader**The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)**Spy**

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

**Dawn**

Wait a few seconds. Call for eyes open.

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

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|  | Dusk | Check that all eyes are closed. Some Travellers & Fabled act. |
|  | Monk | The Monk chooses a player. ☉ |
|  | Zombuul | If no one died today, the Zombuul chooses a player. ☉ |
|  | 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. ☉ |
|  | Vigormortis | The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉ |
|  | 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. |
|  | Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
|  | Farmer | If the Farmer died tonight: Wake an alive good player. Show them the YOU ARE info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token. |
|  | Empath | Give a finger signal. |
|  | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING). |
|  | Undertaker | If a player was executed today, show their character token. |
|  | Bounty Hunter | If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ☉ |
|  | Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.) |
|  | Butler | The Butler chooses a 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. |
|  | Leviathan | Mark the Leviathan with either the DAY 2 , DAY 3 , DAY 4 , or DAY 5 reminder. ☉ |