



## Dusk

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



## 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.



## Marionette

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



## Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹



## 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. ☹



## Fearmonger

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



## 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**).



## Noble

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



## Balloonist

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



## 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.



## 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 & Fabled act.

**Cannibal**

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

**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.

**Monk**

The Monk chooses a player. ☺

**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."

**Lycanthrope**

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

**No Dashii**

The No Dashii chooses a player. ☺

**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:  
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☺  
Place the **DEAD** token beside any living player. ☺

**Yaggababble**

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

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**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.

**Fortune Teller**

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

**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. ☺

**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. ☺