



Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



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.



Lunatic

If there are 7 or more players, wake the Lunatic:

Show the **THESE ARE YOUR MINIONS** token. Point to any players.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demon.

Show the **YOU ARE** info token and the Demon token.

Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



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.



Sailor

The Sailor chooses a living player. ☹



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. ☹



Evil Twin

Wake both twins. Allow eye contact.

Show the good twin's character token to the Evil Twin & vice versa.



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.



Chef

Give a finger signal.



Empath

Give a finger signal.



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.



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. ☹



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.)



Dawn

Wait a few seconds. Call for eyes open.



Leviathan

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

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**Cannibal**

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

**Sailor**

The Sailor chooses a living player. ☺

**Monk**

The Monk chooses a player. ☺

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**Shabaloth**

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

**Vigormortis**

The Vigormortis chooses a player. ☺ If that player is a Minion, poison a neighboring Townsfolk. ☺☺

**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.

**Moonchild**

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

**Grandmother**

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

**Empath**

Give a finger signal.

**Fortune Teller**

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

**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. ☺

**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.)

**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. ☺