



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.



Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.

Mark the Alchemist with the **IS THE ALCHEMIST** token. Ⓢ Swap the Alchemist token with this Minion token.

Turn the Minion token upside-down. (This shows they are still good.).



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. Ⓢ



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.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:

Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.

Put the old Snake Charmer to sleep. Wake the old Demon.

Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. Ⓢ



Fearmonger

The Fearmonger picks a player:

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



Leviathan

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



Balloonist

Point to a player (alive or dead).

Place the **SEEN** token next to the shown player. Ⓢ



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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. Ⓢ



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.



Damsel

Wake each Minion. Show the Damsel token.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ☺



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."



Zombuul

If no one died today, the Zombuul 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. ☺



Legion

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



Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☺



Sweetheart

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



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.



Choirboy

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



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. ☺



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



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. ☺



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.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

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