



Dusk

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



Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☺



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.



Poppy Grower

Wake the Demon.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



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.



Sailor

The Sailor chooses a living player. ☺



Leviathan

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



Grandmother

Point to the grandchild player & show their character token.



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.



Empath

Give a finger signal.



Balloonist

Point to a player (alive or dead).

Place the SEEN token next to the shown player. ☺



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.

Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



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. ☺



Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.





## Dusk

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



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☺



## Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:  
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.  
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.



## Sailor

The Sailor chooses a living player. ☺



## Zombuul

If no one died today, the Zombuul chooses a player. ☺



## No Dashii

The No Dashii chooses a player. ☺



## Leviathan

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



## 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.



## Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



## Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



## Grandmother

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



## Empath

Give a finger signal.



## 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. ☺



## Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.  
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



## 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. ☺



## Town Crier

Either nod or shake your head.



## Dawn

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