



## 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.



## Poisoner

The Poisoner chooses a player. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## 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**).



## Grandmother

Point to the grandchild player & show their character token.



## Clockmaker

Give a finger signal.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## 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 &amp; Fabled act.

**Poisoner**

The Poisoner chooses a player. ☹

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Pit-Hag**The Pit-Hag chooses a player & a character. If they chose a character that is not in play:  
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Imp**The Imp chooses a player. ☹ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.**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. ☹**Vortex**

The Vortex chooses a player. ☹

**Godfather**

If an Outsider died today, the Godfather chooses a player. ☹

**Gossip**

If the Gossip is due to kill a player, they die. ☹

**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. ☹

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

The Seamstress might choose 2 players. Nod or shake your head. ☹

**Chambermaid**

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

**Dawn**

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