

**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.

**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. ☺

**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. ☺

**Organ Grinder**

The Organ Grinder either nods or shakes their head:

If they nod their head, mark them with the **DRUNK** reminder. ☺

If they shake their head, remove their **DRUNK** reminder.

**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Empath**

Give a finger signal.

**Butler**

The Butler chooses a 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.

**General**

If you believe that the good team is winning, give a thumbs up.

If you believe that the evil team is winning, give a thumbs down.

If you don't know which team is winning, give a thumbs to the side.

**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.
	Sailor	The Sailor chooses a living player. ☉
	Monk	The Monk chooses a player. ☉
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☉ If they shake their head, remove their DRUNK reminder.
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ☉ Demon doesn't kill tonight.
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉
	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. ☉
	Assassin	The Assassin might choose a player. ☉☉
	Professor	The Professor might choose a dead 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.
	Tinker	The Tinker might die. ☉
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.
	Butler	The Butler chooses a player. ☉
	General	If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.