

**Dusk**

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

**Philosopher**

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

**Yaggababble**

Write a phrase down so that the Yaggababble can read it.  
Show the Yaggababble the phrase.

**Magician**

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.  
Put the Minions to sleep. Wake the Demon.  
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**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. ☉

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☉

**Evil Twin**

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.

**Pukka**

The Pukka chooses a player. ☉

**Fortune Teller**

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

**Balloonist**

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☉

**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. ☉

**Dawn**

Wait a few seconds. Call for eyes open.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☹
	Gambler	The Gambler chooses a player & a character. ☹
	Monk	The Monk chooses a player. ☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	Exorcist	The Exorcist chooses a player. ☹ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	Legion	You may decide a player that dies. (Once per living Legion) ☹
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	Vortex	The Vortex chooses a player. ☹
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ☹
	Assassin	The Assassin might choose a player. ☹☹
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Oracle	Give a finger signal.
	Juggler	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. ☹
	Bounty Hunter	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☹
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.