

**Dusk**

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

**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.

**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. ☹

**Washerwoman**

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

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Investigator**

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

**Chef**

Give a finger signal.

**Butler**

The Butler chooses a player. ☹

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Chambermaid**

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

**Dawn**

Wait a few seconds. Call for eyes open.

**Leviathan**

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

**Dusk**

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

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**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.

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹*

**Yaggababble**

For each time the Yaggababble publicly said their phrase:
 You may place a **DEAD** token next to a living player. ☹

**Ravenkeeper**

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

**Undertaker**

If a player was executed today, show their character token.

**Cult Leader**

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
 Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
 Put the Cult Leader back to sleep.
 Turn the Cult Leader token upside-down. (This shows their alignment.)

**Butler**

The Butler chooses a player. ☹

**Spy**

Show the Grimoire to the Spy for as long as they need.

**Chambermaid**

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

**Dawn**

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

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