



## 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.



## 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. ☹



## Poisoner

The Poisoner chooses a player. ☹



## 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.



## 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. ☹



## Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☹



## Spy

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



## 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.  |
|    | Poisoner       | The Poisoner chooses a player. ☹  |
|    | Innkeeper      | The Innkeeper chooses 2 players. ☹☹☹  |
|    | Scarlet Woman  | If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.  |
|    | 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.  |
|    | Po             | The Po may choose a player OR chooses 3 players if they chose no-one last night. ☹ or ☹☹☹*  |
|    | No Dashii      | The No Dashii chooses a player. ☹   |
|    | Vigormortis    | The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹  |
|  | Lil' Monsta    | The minions pick a player. Put them back to sleep, and then:<br>Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token.<br>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹<br>Place the <b>DEAD</b> token beside any living player. ☹                                   |
|  | Sweetheart     | If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☹   |
|  | Grandmother    | If the grandchild was killed by the Demon, the Grandmother dies too. ☹  |
|  | Ravenkeeper    | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.  |
|  | Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).  |
|  | 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. ☹  |
|  | Nightwatchman  | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☹ |
|  | Spy            | Show the Grimoire to the Spy for as long as they need.  |
|  | Dawn           | Wait a few seconds. Call for eyes open & immediately say who died.  |