



## 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.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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.



## Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.  
Put the Demon to sleep.



## 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. ☹



## Librarian

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



## Clockmaker

Give a finger signal.



## Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



## Noble

Point to all three players marked **KNOW**.



## Ogre

The Ogre points to a player:  
If the player is evil, flip the Ogre's token upside down.



## High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



## 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.

**Cannibal**

The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Innkeeper**

The Innkeeper chooses 2 players. ☹☹☹

**Gambler**

The Gambler chooses a player & a character. ☹

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**Legion**

You may decide a player that dies. (Once per living Legion) ☹

**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.

**Vortex**

The Vortex chooses a player. ☹

**Assassin**

The Assassin might choose a player. ☹☹

**Plague Doctor**

If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

**Ravenkeeper**

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

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**High Priestess**

Point to the player whom you most think the High Priestess should speak with tomorrow.

**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. ☹