



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.



Xaan

Add the **NIGHT** reminder token that matches the current night. ☹
On the night that equals the number of Outsiders in play when the game began:
Add the **X** reminder to the Grimoire. ☹ Remove it the following dusk.



Washerwoman

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



Empath

Give a finger signal.



Butler

The Butler chooses a player. ☹



Clockmaker

Give a finger signal.



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. ☹



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.

**Dusk**

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

**Xaan**

Add the **NIGHT** reminder token that matches the current night. ☺
 On the night that equals the number of Outsiders in play when the game began:
 Add the **X** reminder to the Grimoire. ☺ Remove it the following dusk.

**Monk**

The Monk chooses a player. ☺

**Scarlet Woman**If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.**Zombuul**

If no one died today, the Zombuul chooses a player. ☺

**Vortex**

The Vortex chooses a player. ☺

**Ojo**

The Ojo points to a role. If a player has that role, they die. ☺
 If the role is out of play, the Storyteller chooses any number of players that die. ☺

**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.

**Empath**

Give a finger signal.

**Undertaker**

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

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.
 Move the **SEEN** token to the shown player. ☺

**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.