



Dusk

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



Boffin

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.



Philosopher

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



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.



Washerwoman

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



Dreamer

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



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Steward

Point to the player marked **KNOW**. ☹



Balloonist

Point to a player (alive or dead).

Place the **SEEN** token next to the shown player. ☹



Shugenja

Point your finger horizontally in the direction of the closest evil player.

If the two closest evil players are equidistant, point your finger horizontally in either direction.



Spy

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



Ogre

The Ogre points to a player:

If the player is evil, flip the Ogre's token upside down.



Dawn

Wait a few seconds. Call for eyes open.