



## 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.



## Sailor

The Sailor chooses a living player. ☉



## Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉



## Poisoner

The Poisoner chooses a player. ☉



## 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.



## 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.



## 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. ☉



## Dawn

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Sailor</b>	The Sailor chooses a living player. ☹
	<b>Poisoner</b>	The Poisoner chooses a player. ☹
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☹☹☹
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☹
	<b>Vortex</b>	The Vortex chooses a player. ☹
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☹
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☹
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☹
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Bounty Hunter</b>	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. ☹
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.