



## 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. ☹



## 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. ☹



## Godfather

Show the character tokens of all in-play Outsiders.



## Lleech

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



## 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.



## Grandmother

Point to the grandchild player & show their character token.



## 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.



## Dreamer

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



## 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.



**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.

**Sailor**

The Sailor chooses a living player. ☉

**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Poisoner**

The Poisoner chooses a player. ☉

**Lleech**

The Lleech chooses a player. Mark them with the **DEAD** token. ☉

**Vigormortis**

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉

**Po**

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉☉\*

**Godfather**

If an Outsider died today, the Godfather chooses a player. ☉

**Ravenkeeper**

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

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ☉

**Dreamer**

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

**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. ☉

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.