



## Dusk

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



## Philosopher

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



## Alchemist

Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ☹ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).



## 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.



## 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. ☹



## Evil Twin

Wake both twins. Allow eye contact.  
Show the good twin's character token to the Evil Twin & vice versa.



## Clockmaker

Give a finger signal.



## Noble

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



## Balloonist

Point to a player (alive or dead).  
Place the **SEEN** token next to the shown player. ☹



## 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. ☹



## 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.

**Philosopher**

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

**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.

**Poisoner**

The Poisoner chooses a player. ☺

**Legion**

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

**Fang Gu**

The Fang Gu chooses a player. ☺ If they chose an Outsider (once only):  
Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  
Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☺

**No Dashii**

The No Dashii chooses a player. ☺

**Yaggababble**

For each time the Yaggababble publicly said their phrase:  
You may place a **DEAD** token next to a living player. ☺

**Banshee**

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☺  
Publicly announce that the Banshee died.

**Choirboy**

If the Demon killed the King, wake the Choirboy. Point to the Demon player.

**Juggler**

Give a finger signal.

**Balloonist**

Point to a player (alive or dead) with a different role type from the player with the **SEEN** token.  
Place the **SEEN** token next to the shown player. ☺

**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. ☺

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

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