

Librarian

Dreamer

Bounty Hunter

Cult Leader

Ogre

Chambermaid

Dawn

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

Wake any player with a Townsfolk character:

Show them the YOU ARE token, & a thumbs down. Put them back to sleep.

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.

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.

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:

Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep.

Turn the Cult Leader token upside-down. (This shows their alignment.)

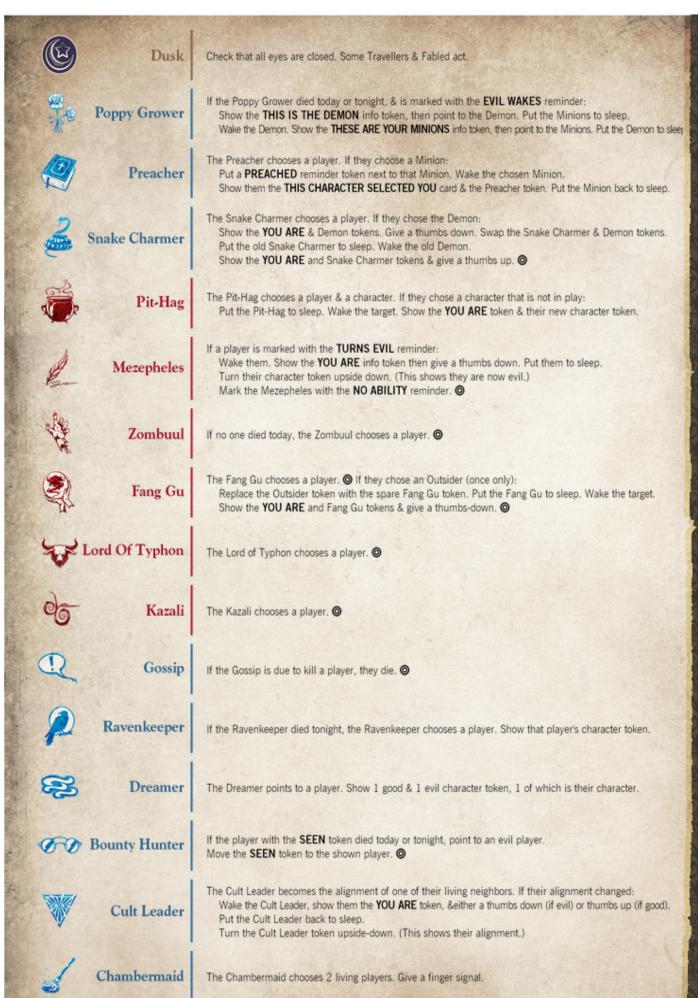
The Ogre points to a player:

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

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

Wait a few seconds. Call for eyes open.



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

Dawn