

**Dusk**

Start the Night Phase.

**Storm Catcher**

At the start of the night, announce which character is stormcaught. If that character is in play, mark that player as STORMCAUGHT. Wake each evil player and show them the character token, then the marked player. If not in play, wake each evil player, show them the THESE CHARACTERS ARE NOT IN PLAY token and the relevant character token.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.

**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.

**King**

Wake the Demon. Show the THIS PLAYER IS token and the King token, then point to the King.

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter.

**Witch**

The Witch chooses a player.

**Cerenovus**

The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.

**Fearmonger**

The Fearmonger chooses a player. Declare that "the Fearmonger has chosen a player."

**Pixie**

Show the Townsfolk character token marked MAD.

**Huntsman**

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).

**Seamstress**

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

**Noble**

Point to all three players marked KNOW.

**Balloonist**

Show any player.

**Cult Leader**

The Cult Leader might change alignment. If so, show the YOU ARE info token and a thumbs up or down for their new alignment.

**Dawn**

Wait for a few seconds. End the Night Phase.

by Aero

**Dusk**

Start the Night Phase.

**Witch**

The Witch chooses a player.

**Cerenovus**

The Cerenovus chooses a player &amp; a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.

**Farmonger**

The Farmonger chooses a player. If the player wasn't already marked with the FEAR reminder, declare that "the Farmonger has chosen a player."

**Lycanthrope**

The Lycanthrope chooses a player.

**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 &amp; give a thumbs-down.

**No Dashii**

The No Dashii chooses a player.

**Vortox**

The Vortox chooses a player.

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. A player might die.

**Choirboy**

If the Demon killed the King, point to the Demon player.

**Huntsman**

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).

**Oracle**

Give a finger signal.

**Seamstress**

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

**Balloonist**

Show a player with a different character type to previously.

**King**

If the dead equal or outnumber the living, show the character token of an alive player.

**Cult Leader**

The Cult Leader might change alignment. If so, show the YOU ARE info token and a thumbs up or down for their new alignment.

**Dawn**

Wait for a few seconds. End the Night Phase.