



Dusk

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



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.).



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Marionette

Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.



Lil' Monsta

Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☉



Lleech

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



Devil's Advocate

The Devil's Advocate chooses a living player. ☉



Pixie

Show the Townsfolk character token marked **MAD**.



Dreamer

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



Noble

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



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Pixie**If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☺**Gambler**

The Gambler chooses a player & a character. ☺

**Acrobat**The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ☺**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Legion**

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

**Po**

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

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☺**Lil' Monsta**

The minions pick a player. Put them back to sleep, and then:
 Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
 Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☺
 Place the **DEAD** token beside any living player. ☺

**Assassin**

The Assassin might choose a player. ☺☺

**Gossip**

If the Gossip is due to kill a player, they die. ☺

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺

**Plague Doctor**

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
 Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ☺

**Dreamer**

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

**Town Crier**

Either nod or shake your head.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
 Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**King**

If the number of dead players is equal to or exceeds the number of alive players:
 Wake the King. Show one alive character token. Put the King to sleep.

**Dawn**

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