



## Dusk

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



## Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



## Poppy Grower

Wake the Demon.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info.



## Minion Info

If there are 7 or more players, wake all Minions:  
Show the **THIS IS THE DEMON** token. Point to the Demon.



## Lunatic

If there are 7 or more players, wake the Lunatic:  
Show the **THESE ARE YOUR MINIONS** token. Point to any players.  
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.  
Put the Lunatic to sleep. Wake the Demon.  
Show the **YOU ARE** info token and the Demon token.  
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.



## 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.



## Sailor

The Sailor chooses a living player. ☉



## Lleech

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



## Courtier

The Courtier might choose a character. ☉☉



## Devil's Advocate

The Devil's Advocate chooses a living player. ☉



## Grandmother

Point to the grandchild player & show their character token.



## Steward

Point to the player marked **KNOW**. ☉



## Knight

Point to the two players marked **KNOW**. ☉☉



## Noble

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



## Dawn

Wait a few seconds. Call for eyes open.



## Vizier

Declare that the Vizier is in play, and which player it is.



	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Amnesiac	This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the <b>EVIL WAKES</b> reminder: Show the <b>THIS IS THE DEMON</b> info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> info token, then point to the Minions. Put the Demon to sleep.
	Sailor	The Sailor chooses a living player. ☉
	Courtier	The Courtier might choose a character. ☉☉
	Gambler	The Gambler chooses a player & a character. ☉
	Devil's Advocate	The Devil's Advocate chooses a living player. ☉
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	Imp	The Imp chooses a player. ☉ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉*
	Ojo	The Ojo points to a role. If a player has that role, they die. ☉ If the role is out of play, the Storyteller chooses any number of players that die. ☉
	Lleech	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉
	Assassin	The Assassin might choose a player. ☉☉
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☉
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	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.