



Dusk

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



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.



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. ☹



Devil's Advocate

The Devil's Advocate chooses a living player. ☹



Spy

Show the Grimoire to the Spy for as long as they need.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Chef

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Empath

Give a finger signal.



Fortune Teller

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



Dawn

Wait a few seconds. Call for eyes open.



Dusk

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



Monk

The Monk chooses a player. ☺



Gambler

The Gambler chooses a player & a character. ☺



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



Spy

Show the Grimoire to the Spy for as long as they need.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

No Dashii

The No Dashii chooses a player. ☺



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 **YOU ARE** token, then show the Imp token.



Po

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



Al-Hadikhia

The Al-Hadikhia points at three players:
 Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
 Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
 Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
 Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
 If all three are alive (none have a shroud), add a shroud to all three.



Moonchild

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



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ☺



Empath

Give a finger signal.



Fortune Teller

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

Undertaker

If a player was executed today, show their character token.



Dawn

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