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

Kazali — The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

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.

Sailor — The Sailor chooses a living player. ◎

Organ Grinder — The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ◎
If they shake their head, remove their **DRUNK** reminder.

Fearmonger — The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Investigator — Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Empath — Give a finger signal.

Grandmother — Point to the grandchild player & show their character token.

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

Steward — Point to the player marked **KNOW**. ◎

Knight — Point to the two 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.

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

Dawn — Wait a few seconds. Call for eyes open.

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

Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Sailor | The Sailor chooses a living player. ◉

Monk | The Monk chooses a player. ◉

Organ Grinder | The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ◉
If they shake their head, remove their **DRUNK** reminder.

Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
Mark the chosen player with the **FEAR** reminder. ◉ Declare that 'The Fearmonger has chosen a player.'

Kazali | The Kazali chooses a player. ◉

Assassin | The Assassin might choose a player. ◉◉

Choirboy | If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Tinker | The Tinker might die. ◉

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

Empath | Give a finger signal.

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

Juggler | Give a finger signal.

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.

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

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