



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.



Sailor

The Sailor chooses a living player. ☺



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player. ☺



Witch

The Witch chooses a player. ☺



Pukka

The Pukka chooses a player. ☺



Damsel

Wake each Minion. Show the Damsel token.



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Empath

Give a finger signal.



Grandmother

Point to the grandchild player & show their character token.



Clockmaker

Give a finger signal.



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.



High Priestess

Point to the player whom you most think the High Priestess should speak with tomorrow.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☹
	Innkeeper	The Innkeeper chooses 2 players. ☹☹☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	Witch	The Witch chooses a player. ☹
	Zombuul	If no one died today, the Zombuul chooses a player. ☹
	Pukka	The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹
	Shabaloth	A previously chosen player might be resurrected. ☹ The Shabaloth chooses 2 players. ☹☹
	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 & give a thumbs-down. ☹
	Godfather	If an Outsider died today, the Godfather chooses a player. ☹
	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.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☹ Publicly announce that the Banshee died.
	Damsel	TBD
	Moonchild	If the Moonchild is due to kill a good player, they die. ☹
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Empath	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.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.