

**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.**Snitch**Repeat the following process for each Minion:
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.**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.**Courtier**

The Courtier might choose a character. ☹☹

**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.**Witch**

The Witch 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.**Investigator**Show the Minion character token. Point to both the **MINION** and **WRONG** players.**Butler**

The Butler chooses a player. ☹

**Noble**Point to all three players marked **KNOW**.**Balloonist**Point to a player (alive or dead).
Place the **SEEN** token next to the shown player. ☹**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.**Mathematician**

Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.



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Cannibal

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



Courtier

The Courtier might choose a character. ☹☹



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.

Witch

The Witch chooses a player. ☹



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Legion

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



No Dashii

The No Dashii chooses a player. ☹



Vortex

The Vortex chooses a player. ☹



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.

Assassin

The Assassin might choose a player. ☹☹



Gossip

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



Banshee

If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ☹
Publicly announce that the Banshee died.

Damsel

TBD



Ravenkeeper

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



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ☹

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.

Butler

The Butler chooses a player. ☹



Mathematician

Give a finger signal.



Dawn

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