



Dusk

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



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 steps.



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.



Wizard

Run the Wizard's ability, if applicable.



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.



Cerenovus

The Cerenovus chooses a player & a character. ☹ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token



Chef

Give a finger signal.



Fortune Teller

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



Butler

The Butler chooses a player. ☹



Grandmother

Point to the grandchild player & show their character token.



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.



Bounty Hunter

Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹



Dawn

Wait a few seconds. Call for eyes open.

**Dusk**

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

**Poppy Grower**

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
 Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
 Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

**Wizard**

Run the Wizard's ability, if applicable.

**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.

**Cerenovus**

The Cerenovus chooses a player & a character. ☉ Put the Cerenovus to sleep. Wake the target.
 Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

**Lycanthrope**

The Lycanthrope points to a player. If the chosen player is good:
 Mark them with the **DEAD** reminder. ☉ Demon doesn't kill tonight.

**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.

**Zombuul**

If no one died today, the Zombuul chooses a player. ☉

**No Dashii**

The No Dashii chooses a player. ☉

**Vortex**

The Vortex chooses a player. ☉

**Professor**

The Professor might choose a dead player. ☉☉

**Grandmother**

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

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

**Bounty Hunter**

If the player with the **SEEN** token died today or tonight, point to an evil player.
 Move the **SEEN** token to the shown player. ☉

**Butler**

The Butler chooses a player. ☉

**Dawn**

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