



Dusk

Check that all eyes are closed. Some Travellers &amp; 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.

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.

Summoner

Place the **NIGHT 1** reminder. ☉  
Show the Summoner 3 not-in-play characters as bluffs.

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. ☉



Lleech

The Lleech picks a player. Mark them with the **POISONED** token. ☉

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.

Investigator

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

Dreamer

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



Knight

Point to the two players marked **KNOW**. ☉☉

Shugenja

Point your finger horizontally in the direction of the closest evil player.  
If the two closest evil players are equidistant, point your finger horizontally in either direction.

Nightwatchman

If the Nightwatchman points at a player:  
Put the Nightwatchman to sleep.  
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.  
Point to the Nightwatchman player. Put the chosen player back to sleep.  
Mark the Nightwatchman with the **NO ABILITY** reminder token. ☉

Spy

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



Dawn

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Sailor</b>	The Sailor chooses a living player. ☉
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. ☉
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. ☉ If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. ☉ On night three, place the <b>NIGHT 3</b> reminder ☉ and wake the Summoner: They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Exorcist</b>	The Exorcist chooses a player. ☉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☉
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☉ or ☉☉*
	<b>Vortex</b>	The Vortex chooses a player. ☉
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. ☉
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☉
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Juggler</b>	Give a finger signal.
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☉
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.