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

Courtier — The Courtier might choose a character. ◎◎

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Harpy — The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Mezepheles — If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezepheles with the **NO ABILITY** reminder. ◎

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

Vortox — The Vortox chooses a player. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Yaggababble — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living 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.

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

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

Farmer — If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

Tinker — The Tinker might die. ◎

Town Crier — Either nod or shake your head.

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.

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