

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. Ⓛ
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Pixie</b>	Show the Townsfolk character token marked <b>MAD</b> .
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. Ⓛ
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . Ⓛ
	<b>Knight</b>	Point to the two players marked <b>KNOW</b> . Ⓛ⠀Ⓛ
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Leviathan</b>	Mark the Leviathan with the <b>DAY 1</b> reminder. Ⓛ
	<b>Vizier</b>	Declare that the Vizier is in play, and which player it is.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☺
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☺☺
	<b>Monk</b>	The Monk chooses a player. ☺
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺☺(*
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☺
	<b>Plague Doctor</b>	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Tinker</b>	The Tinker might die. ☺
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ☺
	<b>Mathematician</b>	Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ☺