



## Dusk

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



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## 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.



## Pixie

Show the Townsfolk character token marked **MAD**.



## Dreamer

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



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Steward

Point to the player marked **KNOW**. ☹



## Knight

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



## Mathematician

Give a finger signal.



## Dawn

Wait a few seconds. Call for eyes open.



## Leviathan

Mark the Leviathan with the **DAY 1** reminder. ☹



## Vizier

Declare that the Vizier is in play, and which player it is.





## Dusk

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



## Pixie

If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character:  
Replace the **MAD** reminder with the **HAS ABILITY** reminder. ☹



## Philosopher

The Philosopher might choose a character. If necessary, swap their character token. ☹



## Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



## Monk

The Monk chooses a player. ☹



## Po

The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☹ or ☹☹☹\*



## Gossip

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



## 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.



## Choirboy

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



## Tinker

The Tinker might die. ☹



## Dreamer

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



## Town Crier

Either nod or shake your head.



## Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



## Mathematician

Give a finger signal.



## Dawn

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



## Leviathan

Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ☹