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|---|---|---|
| **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:<br>    Show the **THIS IS THE DEMON** token. Point to the Demon. |
| **Demon Info** | If there are 7 or more players, wake the Demon:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. |
| **King** | Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player. |
| **Marionette** | Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.<br>Put the Demon to sleep. |
| **Courtier** | The Courtier might choose a character. ◎◎ |
| **Wizard** | Run the Wizard's ability, if applicable. |
| **Snake Charmer** | The Snake Charmer chooses a player. If they chose the Demon:<br>    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.<br>    Put the old Snake Charmer to sleep. Wake the old Demon.<br>    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| **Mezepheles** | Show a single word on a piece of paper, phone, or other device. |
| **Pixie** | Show the Townsfolk character token marked **MAD**. |
| **Ogre** | The Ogre points to a player:<br>    If the player is evil, flip the Ogre's token upside down. |
| **Mathematician** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open. |

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|---|---|---|
| **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. ◎ |
| **Courtier** | The Courtier might choose a character. ◎◎ |
| **Wizard** | Run the Wizard's ability, if applicable. |
| **Gambler** | The Gambler chooses a player & a character. ◎ |
| **Snake Charmer** | The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎ |
| **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. ◎ |
| **Exorcist** | The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist. |
| **Lycanthrope** | The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight. |
| **Legion** | You may decide a player that dies. (Once per living Legion) ◎ |
| **Po** | The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(* |
| **Fang Gu** | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎ |
| **Al-Hadikhia** | The Al-Hadikhia points at three players: Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**. Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three. |
| **Moonchild** | If the Moonchild is due to kill a good player, they die. ◎ |
| **Town Crier** | Either nod or shake your head. |
| **King** | If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep. |
| **Mathematician** | Give a finger signal. |
| **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |