

**Dusk**

Check that all eyes are closed. Some Travellers & 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.

**Lunatic**

If there are 7 or more players, wake the Lunatic:
Show the **THESE ARE YOUR MINIONS** token. Point to any players.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
Put the Lunatic to sleep. Wake the Demon.
Show the **YOU ARE** info token and the Demon token.
Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**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. ☹

**Courtier**

The Courtier might choose a character. ☺☺

**Godfather**

Show the character tokens of all in-play Outsiders.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ☺

**Fearmonger**

The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ☹ Declare that "The Fearmonger has chosen a player."

**Grandmother**

Point to the grandchild player & show their character token.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Courtier	The Courtier might choose a character. ☉☉
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	Gambler	The Gambler chooses a player & a character. ☉
	Devil's Advocate	The Devil's Advocate chooses a living player. ☉
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ☉ Declare that "The Fearmonger has chosen a player."
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	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.
	Zombuul	If no one died today, the Zombuul chooses a player. ☉
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉☉*
	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-I 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.
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☉
	Assassin	The Assassin might choose a player. ☉☉
	Godfather	If an Outsider died today, the Godfather chooses a player. ☉
	Gossip	If the Gossip is due to kill a player, they die. ☉
	Professor	The Professor might choose a dead player. ☉☉
	Tinker	The Tinker might die. ☉
	Moonchild	If the Moonchild is due to kill a good player, they die. ☉
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.