



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.



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.



King

Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.



Sailor

The Sailor chooses a living player. ☹



Courtier

The Courtier might choose a character. ☹☹



Widow

Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ☹ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ☹



Steward

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



Knight

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



Noble

Point to all three players marked **KNOW**.



Damsel

Wake each Minion. Show the Damsel token.



Dawn

Wait a few seconds. Call for eyes open.



Vizier

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



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Sailor

The Sailor chooses a living player. ☉



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Courtier

The Courtier might choose a character. ☉☉



Po

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



Legion

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



Assassin

The Assassin might choose a player. ☉☉



Sage

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



Choirboy

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



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.



Dawn

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