

**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.**Sailor**

The Sailor chooses a living player. ☉

**Lleech**The Lleech picks a player. Mark them with the **POISONED** token. ☉**Poisoner**

The Poisoner chooses a player. ☉

**Courtier**

The Courtier might choose a character. ☉☉

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

Give a finger signal.

**Grandmother**

Point to the grandchild player & show their character token.

**Ogre**The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.**Chambermaid**

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

**Dawn**

Wait a few seconds. Call for eyes open.

**Vizier**

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

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ☉
	Poisoner	The Poisoner chooses a player. ☉
	Courtier	The Courtier might choose a character. ☉☉
	Innkeeper	The Innkeeper chooses 2 players. ☉☉☉
	Gambler	The Gambler chooses a player & a character. ☉
	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."
	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.
	Shabaloth	A previously chosen player might be resurrected. ☉ The Shabaloth chooses 2 players. ☉☉
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ☉ or ☉☉*
	Vigormortis	The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townfolk. ☉☉
	Lleech	The Lleech chooses a player. Mark them with the DEAD token. ☉
	Professor	The Professor might choose a dead player. ☉☉
	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. ☉
	Empath	Give a finger signal.
	Juggler	Give a finger signal.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.