



Dusk

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



Preacher

The Preacher chooses a player. If they choose a Minion:
 Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
 Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.



Innkeeper

The Innkeeper chooses 2 players. ☉☉☉



Courtier

The Courtier might choose a character. ☉☉



Poisoner

The Poisoner chooses a player. ☉



Monk

The Monk chooses a player. ☉



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.



Lleech

The Lleech chooses a player. Mark them with the **DEAD** token. ☉

Vigormortis

The Vigormortis chooses a player. ☉ If that player is a Minion, poison a neighboring Townsfolk. ☉☉



Po

The Po may choose a player OR chooses 3 players if 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.



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.