

**Dusk**

Check that all eyes are closed. Some Travellers &amp; 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.**Lil' Monsta**Instead of the normal Minion Info and Demon Info steps, do the following:  
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:  
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.  
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ☹**Poisoner**

The Poisoner chooses a player. ☹

**Godfather**

Show the character tokens of all in-play Outsiders.

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Fortune Teller**The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).**Butler**

The Butler chooses a player. ☹

**Grandmother**

Point to the grandchild player &amp; show their character token.

**Noble**Point to all three players marked **KNOW**.**Bounty Hunter**Wake any player with a Townsfolk character:  
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.  
Turn their token upside-down. (This shows they are evil.)  
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ☹**Spy**

Show the Grimoire to the Spy for as long as they need.

**Dawn**

Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Poisoner</b>	The Poisoner chooses a player. ☉
	<b>Monk</b>	The Monk chooses a player. ☉
	<b>Imp</b>	The Imp chooses a player. ☉ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	<b>Vortex</b>	The Vortex chooses a player. ☉
	<b>Ojo</b>	The Ojo points to a role. If a player has that role, they die. ☉ If the role is out of play, the Storyteller chooses any number of players that die. ☉
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☉ Place the <b>DEAD</b> token beside any living player. ☉
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☉
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ☉
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☉
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ☉
	<b>Butler</b>	The Butler chooses a player. ☉
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.