



Dusk

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



Amnesiac

This ability should occur at the appropriate time in the night order. Abilities are usually ordered: Poisoners, Protectors, Killers, Information



Magician

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
Put the Minions to sleep. Wake the Demon.
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



Yaggababble

Write a phrase down so that the Yaggababble can read it.
Show the Yaggababble the phrase.



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.



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. ☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.



Washerwoman

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.



Investigator

Show the Minion character token. Point to both the **MINION** and **WRONG** players.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Fortune Teller

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



Damsel

Wake each Minion. Show the Damsel token.



Mathematician

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**

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**Amnesiac**

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**Innkeeper**

The Innkeeper chooses 2 players. ☉☉☉

**Courtier**

The Courtier might choose a character. ☉☉

**Harpy**

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Pit-Hag**

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

**Yaggababble**

For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ☉

**Po**

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

**Vortex**

The Vortex chooses a player. ☉

**Farmer**

If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Fortune Teller**

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

**Juggler**

Give a finger signal.

**Mathematician**

Give a finger signal.

**Dawn**

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