

Wake each player who gets to use their character's ability tonight, one at a time from top to bottom on the night sheet. Resolve their ability, and then put the player to sleep.

As characters act, place reminders as needed. A purple circle next to a character on the night sheet means you may need to put that character's reminder token somewhere. For example, after the Poisoner chooses someone, put the Poisoner's POISONED reminder by the chosen player's character token, to remind yourself that they're poisoned.

When you reach dawn, simply wait five to ten seconds. Then, declare that the players can open their eyes. Saying "All players, eyes open," or something similar does the trick.

If any players died at night, declare immediately which players died at night. Do not say which character killed each player. If no one died during the night, say this, but do not say why no one died. You'll learn about death later in EXECUTION AND DEATH (page 15).

**RUNNING DAWN WELL.** The small wait at dawn prevents players from knowing for sure whether they were the last to act at night. Likewise, declaring who died immediately prevents players from quickly shouting out "I died! I wasn't woken last night!" which helps prove that they're a particular character.

#### HOW DO I KNOW WHO TO WAKE UP AT NIGHT?

The Storyteller will need to judge from the state of the game whether they need to wake a player up, even if they have a night token on the night sheet. The description of the character itself will say when they will wake up through the course of play.

For example, the Ravenkeeper gets a night token because they might need to be woken, but might not. If the Demon kills the Ravenkeeper, you will wake the Ravenkeeper later that night to give them their information. If the Demon does not, simply skip the Ravenkeeper's action that night—there is no need to wake them for no reason.

For another example, the Gossip's ability may kill a player, but the Gossip player does not wake to learn that this has happened.

#### HOW DO ABILITIES WORK?

Usually, a player wakes, then either chooses a player to affect or receives some information from you via hand signals. Each character's ability is listed on the night sheet and described in full detail in the appropriate character almanac. You'll learn far more about abilities in ABILITIES (page 20), but don't move on to this section until you've played a game or two first.

Some characters can kill other characters at night. If a character dies at night before they would wake up, that character won't wake up. Death is explored further in EXECUTION AND DEATH (page 15).

## COMMUNICATING AT NIGHT

YOU WILL USE HAND SIGNALS to communicate to some players at night. Since all players will have their eyes closed during the night, and the player that wakes to act does so in secret, you will be keeping as quiet as possible so as to not reveal their identity to the other players. Any complex questions can be handled in private during the day phase. You can give all these signals with one hand, holding the Grimoire with the other.

- ♦ **EYES OPEN:** To wake a player during the night, gently tap them twice on either the shoulder or the knee.
- ♦ **EYES CLOSED:** To put a player back to sleep during the night, put your hand over your eyes.
- ♦ **YES:** To signal "yes" to a player, nod your head.
- ♦ **NO:** To signal "no" to a player, shake your head.
- ♦ **GOOD:** To signal that a player is good, give a thumbs-up gesture.
- ♦ **EVIL:** To signal that a player is evil, give a thumbs-down gesture.
- ♦ **A NUMBER:** To signal a number to a player, hold up that many fingers. To signal a zero, touch your thumb to the tips of your other fingers, forming a "0" shape.
- ♦ **A SPECIFIC PLAYER:** To indicate a specific player, point to that player.
- ♦ **A SPECIFIC CHARACTER:** To indicate a specific character, show that character token or point to the character icon on their character sheet. (Make sure you hold the token close enough to the player so they can see it—a foot or less is generally close enough.)

If a player is the Empath—who wakes each night to learn how many of their neighbors are evil—and that Empath is sitting next to one evil player, the entire process is as follows:

Tap the Empath's knee twice to wake them. Hold up one finger to signal "1". Put your hand over your eyes, to let them know they are to go back to sleep.

Or, if a player is the Ravenkeeper—who wakes up and chooses a player, and learns their character—the entire process is as follows:

Tap the Ravenkeeper's knee twice to wake them. The Ravenkeeper will point to a player. When they have done so, point to that player too—confirming with them who they are pointing at—then remove that player's character token from the Grimoire and show it to the Ravenkeeper. Once they have seen it, put the character token back in the Grimoire, then put your hand over your eyes to put the Ravenkeeper back to sleep.