

	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.
	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. ⚡
	Godfather	Show the character tokens of all in-play Outsiders.
	Devil's Advocate	The Devil's Advocate chooses a living player. ⚡
	Pixie	Show the Townsfolk character token marked MAD .
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Empath	Give a finger signal.
	Clockmaker	Give a finger signal.
	Noble	Point to all three players marked KNOW .
	Village Idiot	Wake any Village Idiot, they choose a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character: Replace the MAD reminder with the HAS ABILITY reminder. ☺
	Innkeeper	The Innkeeper chooses 2 players. ☺☺
	Devil's Advocate	The Devil's Advocate chooses a living player. ☺
	Zombuul	If no one died today, the Zombuul chooses a player. ☺
	Shabaloth	A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺
	Fang Gu	The Fang Gu chooses a player. ☺ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☺
	Vortox	The Vortox chooses a player. ☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ☺ Publicly announce that the Banshee died.
	Moonchild	If the Moonchild is due to kill a good player, they die. ☺
	Empath	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.