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.
Snitch	Repeat the following process for each Minion: Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

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.

Sailor	The Sailor chooses a living player. ◎
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
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. ◎

Organ Grinder	The Organ Grinder either nods or shakes their head:
	  If they nod their head, mark them with the **DRUNK** reminder. ◎
	  If they shake their head, remove their **DRUNK** reminder.

Pukka	The Pukka chooses a player. ◎
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.
Steward	Point to the player marked **KNOW**. ◎
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.

Nightwatchman	If the Nightwatchman points at a player:
	  Put the Nightwatchman to sleep.
	  Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
	  Point to the Nightwatchman player. Put the chosen player back to sleep.
	  Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Spy	Show the Grimoire to the Spy for as long as they need.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

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

Cannibal | The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Sailor | The Sailor chooses a living player. ◎

Organ Grinder | The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ◎
If they shake their head, remove their **DRUNK** reminder.

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.

Legion | You may decide a player that dies. (Once per living Legion) ◎

Pukka | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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-l 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.

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

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

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

Juggler | Give a finger signal.

Nightwatchman | If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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

Mathematician | Give a finger signal.

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