

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Yaggababble</b>	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☺
	<b>Pukka</b>	The Pukka chooses a player. ☺
	<b>Empath</b>	Give a finger signal.
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Village Idiot</b>	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.
	<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.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Sailor</b>	The Sailor chooses a living player. ⚪
	<b>Monk</b>	The Monk chooses a player. ⚪
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚪
	<b>Lunatic</b>	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ⚪
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ⚪
	<b>Pukka</b>	The Pukka chooses a player. ⚪ The previously poisoned player dies then becomes healthy. ⚪
	<b>Yaggababble</b>	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ⚪
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ⚪
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ⚪
	<b>Plague Doctor</b>	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ⚪ Publicly announce that the Banshee died.
	<b>Tinker</b>	The Tinker might die. ⚪
	<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>Undertaker</b>	If a player was executed today, show their character token.
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Village Idiot</b>	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.
	<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.