| | 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.

Sailor — The Sailor chooses a living player. ◎

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.

Damsel — Wake each Minion. Show the Damsel token.

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.

Clockmaker — Give a finger signal.

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

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

Bounty Hunter — Wake any player with a Townsfolk character:
Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
Turn their token upside-down. (This shows they are evil.)
Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

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

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. ◎

Monk — The Monk chooses a player. ◎

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. ◎

No Dashii — The No Dashii chooses a player. ◎

Lil' Monsta — The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎ Place the **DEAD** token beside any living player. ◎

Godfather — If an Outsider died today, the Godfather chooses a player. ◎

Damsel — TBD

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.

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎

Bounty Hunter — If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎

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

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