Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
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. ◎
Wizard	Run the Wizard's ability, if applicable.
Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.
Mezepheles	Show a single word on a piece of paper, phone, or other device.
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Grandmother	Point to the grandchild player & show their character token.
Steward	Point to the player marked **KNOW**. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
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.
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Sailor	The Sailor chooses a living player. ◎	
Wizard	Run the Wizard's ability, if applicable.	
Monk	The Monk chooses a player. ◎	
Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token	

Mezepheles	If a player is marked with the **TURNS EVIL** reminder:
	    Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
	    Turn their character token upside down. (This shows they are now evil.)
	    Mark the Mezepheles with the **NO ABILITY** 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.	
No Dashii	The No Dashii chooses a player. ◎	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	

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.	

Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living 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.	
Moonchild	If the Moonchild is due to kill a good player, they die. ◎	
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Undertaker	If a player was executed today, show their character token.	
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. ◎	
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.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	