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

Kazali — The Kazali points at a player and a Minion on the character sheet.
   Replace their old character token with the Minion token. Wake the player.
   Show them the **You Are** info token then the Minion character token, and give a thumbs down.
   Repeat until the normal number of Minions exist.
   Put the Kazali to sleep.

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

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.

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. ◎

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Chef — Give a finger signal.

Grandmother — Point to the grandchild player & show their character token.

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.