	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.

	Lunatic	If there are 7 or more players, wake the Lunatic:
		    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
		    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
		    Put the Lunatic to sleep. Wake the Demon.
		    Show the **YOU ARE** info token and the Demon token.
		    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

	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. ◎
	Xaan	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
	Godfather	Show the character tokens of all in-play Outsiders.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'
	Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
	Chef	Give a finger signal.
	Butler	The Butler chooses a player. ◎
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

	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. ◎

	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.

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. ◎

Xaan | Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

Monk | The Monk chooses a player. ◎

Fearmonger | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:
    Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Lunatic | 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).

Imp | The Imp chooses a player. ◎ If the Imp chose themselves:
    Replace 1 alive Minion token with a spare Imp token.
    Put the old Imp to sleep. Wake the new Imp.
    Show the **YOU ARE** token, then show the Imp token.

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. ◎

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

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

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

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. ◎

Butler | The Butler chooses a player. ◎

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