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.

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. ◎

Godfather
Show the character tokens of all in-play Outsiders.

Evil Twin
Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Librarian
Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Chef
Give a finger signal.

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.

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. ◎

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. ◎

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. ◎	
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎	
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).	
Legion	You may decide a player that dies. (Once per living Legion) ◎	
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.	
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. ◎	
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎	
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.	
Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.	
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎	
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.	
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. ◎	
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. ◎	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	