

	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. ☺
	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.
	Empath	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.
	Noble	Point to all three players marked KNOW .
	Village Idiot	Wake any Village Idiot, they choose 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.

	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."
	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. ⚪
	Vigormortis	The Vigormortis chooses a player. ⚪ If that player is a Minion, poison a neighboring Townsfolk. ⚪ ⚪
	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.
	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. ⚪
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Juggler	Give a finger signal.
	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.