

	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. ⚪
	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.'
	Pukka	The Pukka chooses a player. ⚪
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK 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.
	Clockmaker	Give a finger signal.
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ⚪
	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. ⚪
	Spy	Show the Grimoire to the Spy for as long as they need.
	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.

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	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. ⚪
	Innkeeper	The Innkeeper chooses 2 players. ⚪⚪
	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.'
	Legion	You may decide a player that dies. (Once per living Legion) ⚪
	Pukka	The Pukka chooses a player. ⚪ The previously poisoned player dies then becomes healthy. ⚪
	Shabaloth	A previously chosen player might be resurrected. ⚪ The Shabaloth chooses 2 players. ⚪⚪
	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.
	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).
	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. ⚪
	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. ⚪
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.