

	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. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Godfather	Show the character tokens of all in-play Outsiders.
	Damsel	Wake each Minion. Show the Damsel token.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK 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).
	Butler	The Butler chooses a player. ☺
	Clockmaker	Give a finger signal.
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ☺
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	Spy	Show the Grimoire to the Spy for as long as they need.
	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. ☹



Poisoner

The Poisoner chooses a player. ☹



Monk

The Monk chooses a player. ☹



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.

No Dashii

The No Dashii chooses a player. ☹



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. ☹



Damsel

TBD



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath

Give a finger signal.



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.



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. ☹

Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Butler

The Butler chooses a 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.