**Dusk** — Check that all eyes are closed. Some Travellers & Fabled act.

**Kazali** — The Kazali points at a player and a Minion on the character sheet.
  Replace their old character token with the Minion token. Wake the player.
  Show them the **You Are** info token then the Minion character token, and give a thumbs down.
  Repeat until the normal number of Minions exist.
  Put the Kazali to sleep.

**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.

**Poisoner** — The Poisoner chooses a player. ◎

**Widow** — Show the Grimoire for as long as the Widow needs.
  The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
  Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

**Butler** — The Butler chooses a player. ◎

**Grandmother** — Point to the grandchild player & show their character token.

**Clockmaker** — Give a finger signal.

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

**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. ◎

**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.

**Cannibal** — The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

**Poisoner** — The Poisoner chooses a player. ◎

**Innkeeper** — The Innkeeper chooses 2 players. ◎◎◎

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

**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.

**Zombuul** — If no one died today, the Zombuul chooses a player. ◎

**Shabaloth** — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

**Kazali** — The Kazali chooses a player. ◎

**Grandmother** — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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

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

**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. ◎

**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.