Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
Minion Info	If there are 7 or more players, wake all Minions: 　Show the **THIS IS THE DEMON** token. Point to the Demon.
Snitch	Repeat the following process for each Minion: 　Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
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.
Godfather	Show the character tokens of all in-play Outsiders.
Witch	The Witch chooses a player. ◎
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.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Empath	Give a finger signal.
Butler	The Butler chooses a player. ◎
Grandmother	Point to the grandchild player & show their character token.
Noble	Point to al three players marked **KNOW**.
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. ◎
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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Gambler	The Gambler chooses a player & a character. ◎
	Witch	The Witch 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.'
	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.
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Vortox	The Vortox chooses a player. ◎
	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.
	Farmer	If the Farmer died tonight: Wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	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.
	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. ◎
	Butler	The Butler chooses a player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.