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

Boffin — Wake the Boffin and the Demon.
Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
Place this second character token by the Demon character token.

Poppy Grower — Wake the Demon.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.

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. ◎

Witch — The Witch chooses a player. ◎

Damsel — Wake each Minion. Show the Damsel token.

Empath — Give a finger signal.

Seamstress — The Seamstress might choose 2 players. Nod or shake your head. ◎

Steward — Point to the player 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. ◎

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.

Vizier — Declare that the Vizier is in play, and which player it is.

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.

Poppy Grower | If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep

Sailor | The Sailor chooses a living player. ◎

Witch | The Witch chooses 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. ◎

No Dashii | The No Dashii chooses a player. ◎

Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Sage | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Damsel | TBD

Empath | Give a finger signal.

Seamstress | The Seamstress might choose 2 players. Nod or shake your head. ◎

Juggler | 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. ◎

Dawn | Wait a few seconds. Call for eyes open & immediately say who died.