| | | |
|---|---|---|
| **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.

**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.

**Sailor**
The Sailor chooses a living 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. ◎

**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."

**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. ◎

**Village Idiot**
Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**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. |
| | **Sailor** | The Sailor chooses a living player. ◎ |
| | **Innkeeper** | The Innkeeper chooses 2 players. ◎◎◎ |
| | **Pit-Hag** | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:<br>Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token. |
| | **Fearmonger** | The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder:<br>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.<br>Put the Lunatic to sleep. Wake the Demon.<br>Show the Lunatic token &point to them, then their target(s). |
| | **Exorcist** | The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:<br>Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist. |
| | **Legion** | You may decide a player that dies. (Once per living Legion) ◎ |
| | **Zombuul** | If no one died today, the Zombuul chooses a player. ◎ |
| | **Fang Gu** | The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):<br>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.<br>Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎ |
| | **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. ◎ |
| | **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. |
| | **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. |
| | **Juggler** | Give a finger signal. |
| | **Balloonist** | Point to a player (alive or dead) with a different role type from the player with the SEEN token.<br>Place the SEEN token next to the shown player. ◎ |
| | **Village Idiot** | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.<br>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted. |
| | **Nightwatchman** | If the Nightwatchman points at a player:<br>Put the Nightwatchman to sleep.<br>Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.<br>Point to the Nightwatchman player. Put the chosen player back to sleep.<br>Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |
| | **Dawn** | Wait a few seconds. Call for eyes open & immediately say who died. |