	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	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.
	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.
	King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.
	Courtier	The Courtier might choose a character. ◎◎
	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: 　　Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. 　　Put the old Snake Charmer to sleep. Wake the old Demon. 　　Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎
	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
	Mezepheles	Show a single word on a piece of paper, phone, or other device.
	Huntsman	If the Huntsman points to a player: 　　Put them to sleep. Mark them with the **NO ABILITY** token. ◎ 　　If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. 　　Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Noble	Point to al three players marked **KNOW**.
	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. ◎
	Ogre	The Ogre points to a player: 　　If the player is evil, flip the Ogre's token upside down.
	Mathematician	Give a finger signal.
	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.

Philosopher — The Philosopher might choose a character. If necessary, swap their character token. ◎

Courtier — The Courtier might choose a character. ◎◎

Snake Charmer — The Snake Charmer chooses a player. If they chose the Demon:
  Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
  Put the old Snake Charmer to sleep. Wake the old Demon.
  Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Monk — The Monk chooses a player. ◎

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
  Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Mezepheles — If a player is marked with the **TURNS EVIL** reminder:
  Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
  Turn their character token upside down. (This shows they are now evil.)
  Mark the Mezepheles with the **NO ABILITY** reminder. ◎

Legion — You may decide a player that dies. (Once per living Legion) ◎

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.

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. ◎

Yaggababble — For each time the Yaggababble publicly said their phrase:
  You may place a **DEAD** token next to a living player. ◎

Huntsman — If the Huntsman points to a player:
  Put them to sleep. Mark them with the **NO ABILITY** token. ◎
  If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
  Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Moonchild — If the Moonchild is due to kill a good player, they die. ◎

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

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

King — If the number of dead players is equal to or exceeds the number of alive players:
  Wake the King. Show one alive character token. Put the King to sleep.

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. ◎

Mathematician — Give a finger signal.

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