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.
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
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. ◎
Mezepheles	Show a single word on a piece of paper, phone, or other device.
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. ◎◎
	Gambler	The Gambler chooses a player & 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. ◎

	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) ◎
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*

	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. ◎

	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. ◎
	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.