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.

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.

Organ Grinder
The Organ Grinder either nods or shakes their head:
  If they nod their head, mark them with the **DRUNK** reminder. ◉
  If they shake their head, remove their **DRUNK** reminder.

Washerwoman
Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Librarian
Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Butler
The Butler chooses a player. ◉

Clockmaker
Give a finger signal.

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.

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

Organ Grinder | The Organ Grinder either nods or shakes their head:
If they nod their head, mark them with the **DRUNK** reminder. ◎
If they shake their head, remove their **DRUNK** reminder.

Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play:
Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

Exorcist | The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

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.

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

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. ◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Undertaker | If a player was executed today, show their character token.

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. ◎

Butler | The Butler chooses a player. ◎

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