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

Kazali — The Kazali points at a player and a Minion on the character sheet.
　Replace their old character token with the Minion token. Wake the player.
　Show them the **You Are** info token then the Minion character token, and give a thumbs down.
　Repeat until the normal number of Minions exist.
　Put the Kazali to sleep.

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.

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.

Lil' Monsta — Instead of the normal Minion Info and Demon Info steps, do the following:
　Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
　　Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
　　Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.

Evil Twin — Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin & vice versa.

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.

Empath — Give a finger signal.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Butler — The Butler chooses a player. ◎

Clockmaker — Give a finger signal.

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. ◎

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.

Leviathan — Mark the Leviathan with the **DAY 1** reminder. ◎

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.

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.

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

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
  Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
  Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Kazali — The Kazali chooses a player. ◎

Assassin — The Assassin might choose a player. ◎◎

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Empath — Give a finger signal.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

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. ◎

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.

Leviathan — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎