	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.

	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.

	Engineer	If the Engineer points to a Demon or Minions on their character sheet:
		  Swap all appropriate character tokens with new character tokens.
		  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
		  Mark the Engineer with the **NO ABILITY** reminder token. ◎

	Witch	The Witch chooses a player. ◎
	Empath	Give a finger signal.
	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. ◎
	Knight	Point to the two players marked **KNOW**. ◎◎
	Noble	Point to al three players marked **KNOW**.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	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.

Engineer | If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
Mark the Engineer with the **NO ABILITY** reminder token. ◎

Monk | The Monk chooses a player. ◎

Witch | The Witch chooses a player. ◎

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

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. ◎

Kazali | The Kazali chooses a player. ◎

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

Empath | Give a finger signal.

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

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

Town Crier | Either nod or shake your head.

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

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