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.

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.

Sailor
The Sailor chooses a living player. ◎

Marionette
Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token.
Put the Demon to sleep.

Widow
Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** 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.

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.

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

Sailor | The Sailor chooses a living player. ◉

Monk | The Monk chooses a player. ◉

Scarlet Woman | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon 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. ◉

Kazali | The Kazali chooses a player. ◉

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

Empath | Give a finger signal.

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

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

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.