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.

Sailor — The Sailor chooses a living player. ◎

Godfather — Show the character tokens of all in-play Outsiders.

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

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

Damsel — Wake each Minion. Show the Damsel token.

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

Chef — Give a finger signal.

Empath — Give a finger signal.

Grandmother — Point to the grandchild player & show their character token.

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

Steward — Point to the player marked **KNOW**. ◎

Balloonist — Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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. ◉

Innkeeper — The Innkeeper chooses 2 players. ◉◉◉

Cerenovus — The Cerenovus chooses a player & a character. ◉ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

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. ◉

Kazali — The Kazali chooses a player. ◉

Godfather — If an Outsider died today, the Godfather chooses a player. ◉

Damsel — TBD

Grandmother — If the grandchild was killed by the Demon, the Grandmother dies too. ◉

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

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.

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◉

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