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.

Sailor — The Sailor chooses a living player. ◎

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. ◎

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. ◎

Snake Charmer — The Snake Charmer chooses a player. If they chose the Demon:
Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
Put the old Snake Charmer to sleep. Wake the old Demon.
Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

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.

Chef — Give a finger signal.

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

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. ◎

Spy — Show the Grimoire to the Spy for as long as they need.

Dawn — Wait a few seconds. Call for eyes open.

FIRST NIGHT

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.

Sailor
The Sailor chooses a living player. ◎

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. ◎

Snake Charmer
The Snake Charmer chooses a player. If they chose the Demon:
　Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
　Put the old Snake Charmer to sleep. Wake the old Demon.
　Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Monk
The Monk chooses a player. ◎

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.

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. ◎

Vortox
The Vortox chooses a player. ◎

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

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

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. ◎

Spy
Show the Grimoire to the Spy for as long as they need.

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