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. ◎

Poisoner — The Poisoner chooses a player. ◎

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** 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**).

Butler — The Butler chooses a player. ◎

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

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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.

Vizier — Declare that the Vizier is in play, and which player it is.

FIRST NIGHT

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

Sailor — The Sailor chooses a living player. ◉

Poisoner — The Poisoner chooses a player. ◉

Innkeeper — The Innkeeper chooses 2 players. ◉◉◉

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

Legion — You may decide a player that dies. (Once per living Legion) ◉

Zombuul — If no one died today, the Zombuul chooses a player. ◉

Shabaloth — A previously chosen player might be resurrected. ◉ The Shabaloth chooses 2 players. ◉◉

Ojo — The Ojo points to a role. If a player has that role, they die. ◉
If the role is out of play, the Storyteller chooses any number of players that die. ◉

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**).

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.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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. ◉

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.