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

**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.

**Lunatic** — If there are 7 or more players, wake the Lunatic:
  Show the **THESE ARE YOUR MINIONS** token. Point to any players.
  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
  Put the Lunatic to sleep. Wake the Demon.
  Show the **YOU ARE** info token and the Demon token.
  Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**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.

**Poisoner** — The Poisoner chooses a player. ◎

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

**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.

**Empath** — Give a finger signal.

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

**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. ◎

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

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

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|---|---|---|---|
| | **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. | |
| | **Poisoner** | The Poisoner chooses a player. ◎ | |
| | **Monk** | The Monk chooses a player. ◎ | |
| | **Lunatic** | Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s). | |
| | **Imp** | The Imp chooses a player. ◎ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token. | |
| | **Yaggababble** | For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎ | |
| | **Barber** | If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token. | |
| | **Sage** | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. | |
| | **Empath** | Give a finger signal. | |
| | **Fortune Teller** | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**). | |
| | **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. ◎ | |
| | **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. | |

OTHER NIGHTS