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

| | **Minion Info** | If there are 7 or more players, wake all Minions:<br>    Show the **THIS IS THE DEMON** token. Point to the Demon. |

| | **Lunatic** | If there are 7 or more players, wake the Lunatic:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to any players.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.<br>    Put the Lunatic to sleep. Wake the Demon.<br>    Show the **YOU ARE** info token and the Demon token.<br>    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:<br>    Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.<br>    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. |

| | **Xaan** | Add the **NIGHT** reminder token that matches the current night. ◎<br>On the night that equals the number of Outsiders in play when the game began:<br>    Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk. |

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

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

| | **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. |

| | **Empath** | Give a finger signal. |

| | **Butler** | The Butler chooses a player. ◎ |

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

| | **Shugenja** | Point your finger horizontally in the direction of the closest evil player.<br>If the two closest evil players are equidistant, point your finger horizontally in either direction. |

| | **Nightwatchman** | If the Nightwatchman points at a player:<br>    Put the Nightwatchman to sleep.<br>    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.<br>    Point to the Nightwatchman player. Put the chosen player back to sleep.<br>    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎ |

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

| | **Leviathan** | Mark the Leviathan with the **DAY 1** reminder. ◎ |

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

**Xaan** — Add the **NIGHT** reminder token that matches the current night. ◎
On the night that equals the number of Outsiders in play when the game began:
  Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.

**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. ◎

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

**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).

**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. ◎

**No Dashii** — The No Dashii chooses a player. ◎

**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.

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

**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.

**Leviathan** — Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎