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.
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.
Lleech		The Lleech picks a player. Mark them with the **POISONED** token. ◎
Poisoner		The Poisoner chooses a player. ◎
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.
Empath		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. ◎
Clockmaker		Give a finger signal.
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.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Poisoner	The Poisoner chooses a player. ◎
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.

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.

Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
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.

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.