	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.

	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.
	Poisoner	The Poisoner chooses a player. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** 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**).
	Grandmother	Point to the grandchild player & show their character token.

	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. ◎

	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
		    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
		    Put the Cult Leader back to sleep.
		    Turn the Cult Leader token upside-down. (This shows their alignment.)

	Dawn	Wait a few seconds. Call for eyes open.

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.

Poisoner | The Poisoner chooses a player. ◎

Monk | The Monk chooses a player. ◎

Zombuul | If no one died today, the Zombuul chooses a player. ◎

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. ◎

Yaggababble | For each time the Yaggababble publicly said their phrase:
   You may place a **DEAD** token next to a living player. ◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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.

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. ◎

Cult Leader | The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
   Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
   Put the Cult Leader back to sleep.
   Turn the Cult Leader token upside-down. (This shows their alignment.)

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