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

Lord Of Typhon — Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
- Show each of these players a unique Minion token, and give a thumbs down.
- Replace these players' good character tokens with these Minion tokens and put these players to sleep.
- Then, do the Minion Info and Demon Info steps as normal.

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.

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.

Damsel — Wake each Minion. Show the Damsel token.

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.

Empath — Give a finger signal.

Butler — The Butler chooses a player. ◎

Clockmaker — Give a finger signal.

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

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. ◎

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. ◎
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.
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).
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. ◎
Lord Of Typhon	The Lord of Typhon chooses a player. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
Godfather	If an Outsider died today, the Godfather chooses a player. ◎
Damsel	TBD
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
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.
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. ◎
Butler	The Butler chooses a player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.