

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. Ⓜ
	Alchemist	Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the IS THE ALCHEMIST token. Ⓜ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
	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.
	Summoner	Place the NIGHT 1 reminder. Ⓜ Show the Summoner 3 not-in-play characters as bluffs.
	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.
	Marionette	Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token. Put the Demon to sleep.
	Godfather	Show the character tokens of all in-play Outsiders.
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Chef	Give a finger signal.
	Empath	Give a finger signal.
	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.)
	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ☺
	Monk	The Monk chooses a player. ☺
	Summoner	<p>On night two, place the NIGHT 2 reminder. ☺</p> <p>On night three, place the NIGHT 3 reminder ☺ and wake the Summoner:</p> <ul style="list-style-type: none"> They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the YOU ARE info token, then the Demon token. Show the YOU ARE info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	Exorcist	<p>The Exorcist chooses a player. ☺ Put the Exorcist to sleep. If the Exorcist chose the Demon:</p> <p>Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.</p>
	Imp	<p>The Imp chooses a player. ☺ If the Imp chose themselves:</p> <ul style="list-style-type: none"> 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 if they chose no-one last night. ☺ or ☺☺*
	Ojo	<p>The Ojo points to a role. If a player has that role, they die. ☺</p> <p>If the role is out of play, the Storyteller chooses any number of players that die. ☺</p>
	Yaggababble	<p>For each time the Yaggababble publicly said their phrase:</p> <ul style="list-style-type: none"> You may place a DEAD token next to a living player. ☺
	Godfather	If an Outsider died today, the Godfather chooses a player. ☺
	Banshee	<p>If the demon killed the Banshee tonight, place the HAS ABILITY token. ☺</p> <p>Publicly announce that the Banshee died.</p>
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, show their character token.
	Bounty Hunter	<p>If the player with the SEEN token died today or tonight, point to an evil player.</p> <p>Move the SEEN token to the shown player. ☺</p>
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <ul style="list-style-type: none"> 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.)
	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.