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

Boffin
Wake the Boffin and the Demon.
  Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
  Place this second character token by the Demon character token.

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.

Lil' Monsta
Instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
    Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
    Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Widow
Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

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. ◎

Pukka
The Pukka chooses a player. ◎

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.

Balloonist
Point to a player (alive or dead).
Place the SEEN token next to the shown player. ◎

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.

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.

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

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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. ◎

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living 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.

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◎

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. ◎

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