

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	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.
	<b>Wraith</b>	Wake the Wraith whenever other evil players wake.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. © Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>King</b>	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	<b>Leech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ©
	<b>Courtier</b>	The Courtier might choose a character. ©©
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Butler</b>	The Butler chooses a player. ©
	<b>Steward</b>	Point to the player marked <b>KNOW</b> . ©
	<b>Knight</b>	Point to the two players marked <b>KNOW</b> . ©©
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Wraith</b>	Wake the Wraith whenever other evil players wake.
	<b>Courtier</b>	The Courtier might choose a character. <b>@@</b>
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Summoner</b>	<p>On night two, place the <b>NIGHT 2</b> reminder. <b>◎</b>            On night three, place the <b>NIGHT 3</b> reminder <b>◎</b> and wake the Summoner:            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 <b>YOU ARE</b> info token, then the Demon token.            Show the <b>YOU ARE</b> info token, then give a thumbs down.            Replace their character token with the Demon token and put the new Demon to sleep.</p>
	<b>Lunatic</b>	<p>Do whatever needs to be done to simulate the Demon acting.            Put the Lunatic to sleep. Wake the Demon.            Show the Lunatic token &amp; point to them, then their target(s).</p>
	<b>Princess</b>	<p>If it is the Princess' first day, and they nominated and executed a player:            If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.</p>
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) <b>◎</b>
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. <b>◎</b>
	<b>Leech</b>	The LLeech chooses a player. Mark them with the <b>DEAD</b> token. <b>◎</b>
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. <b>◎</b>
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>King</b>	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	<b>Butler</b>	The Butler chooses a player. <b>◎</b>
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.