

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THIS IS THE DEMON</b> token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions & the Magician. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	Lunatic	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.
	Summoner	Place the <b>NIGHT 1</b> 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 <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.
	Marionette	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & 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 <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☺
	Empath	Give a finger signal.
	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.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Nightwatchman	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☺
	Spy	Show the Grimoire to the Spy for as long as they need.
	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
	Dawn	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Snake Charmer</b>	<p>The Snake Charmer chooses a player. If they chose the Demon:          Show the <b>YOU ARE</b> &amp; Demon tokens. Give a thumbs down. Swap the Snake Charmer &amp; Demon tokens.          Put the old Snake Charmer to sleep. Wake the old Demon.          Show the <b>YOU ARE</b> and Snake Charmer tokens &amp; give a thumbs up. ☺</p>
	<b>Summoner</b>	<p>On night two, place the <b>NIGHT 2</b> reminder. ☺</p> <p>On night three, place the <b>NIGHT 3</b> reminder ☺ 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>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☺
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ☺ or ☺☺(*
	<b>Fang Gu</b>	<p>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 <b>YOU ARE</b> and Fang Gu tokens &amp; give a thumbs-down. ☺</p>
	<b>Assassin</b>	The Assassin might choose a player. ☺☺
	<b>Barber</b>	<p>If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> &amp; Barber tokens          If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token &amp; their new character token.</p>
	<b>Empath</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Village Idiot</b>	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.          Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	<b>Nightwatchman</b>	<p>If the Nightwatchman points at a player:          Put the Nightwatchman to sleep.          Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token &amp; the Nightwatchman token.          Point to the Nightwatchman player. Put the chosen player back to sleep.          Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☺</p>
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.