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

	Poisoner	The Poisoner chooses a player. ◎
	Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
	Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Clockmaker	Give a finger signal.
	Balloonist	Point to a player (alive or dead). Place the SEEN token next 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. ◎

	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.
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.
Vortox	The Vortox chooses a player. ◉
Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉
Al-Hadikhia	The Al-Hadikhia points at three players: 　Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep. 　Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player. 　Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**. 　Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. 　If all three are alive (none have a shroud), add a shroud to all three.
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. ◉
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
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. ◉
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. ◉
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 & immediately say who died.