

	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 <b>THIS IS THE DEMON</b> token. Point to the Demon.
	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.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☹
	Xaan	Add the <b>NIGHT</b> reminder token that matches the current night. ☹ On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire. ☹ Remove it the following dusk.
	Godfather	Show the character tokens of all in-play Outsiders.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the <b>FEAR</b> reminder. ☹ Declare that "The Fearmonger has chosen a player."
	Damsel	Wake each Minion. Show the Damsel token.
	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	Investigator	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	Grandmother	Point to the grandchild player & show their character token.
	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.
	Balloonist	Point to a player (alive or dead). Place the <b>SEEN</b> token next to the shown player. ☹
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> 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 <b>SEEN</b> token beside the shown player. ☹
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.
	Leviathan	Mark the Leviathan with the <b>DAY 1</b> reminder. ☹