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.

Lunatic		If there are 7 or more players, wake the Lunatic:
		    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
		    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
		    Put the Lunatic to sleep. Wake the Demon.
		    Show the **YOU ARE** info token and the Demon token.
		    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

Summoner		Place the **NIGHT 1** 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 **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.

Sailor		The Sailor chooses a living player. ◎

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. ◎

Lleech		The Lleech picks a player. Mark them with the **POISONED** token. ◎

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. ◎

Godfather		Show the character tokens of all in-play Outsiders.
Pukka		The Pukka chooses a player. ◎
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.
Noble		Point to al three players marked **KNOW**.

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.
Ogre		The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
Dawn		Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Sailor	The Sailor chooses a living player. ◎
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Gambler	The Gambler chooses a player & a character. ◎
	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. ◎
	Summoner	On night two, place the **NIGHT 2** reminder. ◎ On night three, place the **NIGHT 3** 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 **YOU ARE** info token, then the Demon token. 　Show the **YOU ARE** info token, then give a thumbs down. 　Replace their character token with the Demon token and put the new Demon to sleep.
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	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. ◎
	Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
	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. ◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ 　Publicly announce that the Banshee died.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Town Crier	Either nod or shake your head.
	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.