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

	Boffin	Wake the Boffin and the Demon.
		    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
		    Place this second character token by the Demon character token.

	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.

	Sailor	The Sailor chooses a living player. ◎
	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

	Engineer	If the Engineer points to a Demon or Minions on their character sheet:
		    Swap all appropriate character tokens with new character tokens.
		    Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
		    Mark the Engineer with the **NO ABILITY** reminder token. ◎

	Preacher	The Preacher chooses a player. If they choose a Minion:
		    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
		    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

	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. ◎

	Pukka	The Pukka chooses a player. ◎
	Damsel	Wake each Minion. Show the Damsel token.
	Chef	Give a finger signal.
	Butler	The Butler chooses a player. ◎
	Grandmother	Point to the grandchild player & show their character token.

	Bounty Hunter	Wake any player with a Townsfolk character:
		    Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ◎

	Dawn	Wait a few seconds. Call for eyes open.
	Leviathan	Mark the Leviathan with the **DAY 1** reminder. ◎

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

Sailor | The Sailor chooses a living player. ◎

Engineer | If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
Mark the Engineer with the **NO ABILITY** reminder token. ◎

Preacher | The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Monk | The Monk chooses a player. ◎

Lycanthrope | The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

Zombuul | If no one died today, the Zombuul chooses a player. ◎

Pukka | The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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. ◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎

Damsel | TBD

Grandmother | If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Undertaker | If a player was executed today, show their character token.

Bounty Hunter | If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◎

Butler | The Butler chooses a player. ◎

Dawn | Wait a few seconds. Call for eyes open & immediately say who died.

Leviathan | Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎