

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Wraith</b>	Wake the Wraith whenever other evil players wake.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Yaggababble</b>	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Snitch</b>	Repeat the following process for each Minion: Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Lunatic</b>	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.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. ☺ Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	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.
	<b>King</b>	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>Lil' Monsta</b>	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. ☺
	<b>Courtier</b>	The Courtier might choose a character. ☺☺
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Village Idiot</b>	Wake any Village Idiot, they choose a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>Bounty Hunter</b>	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.)
	<b>Cult Leader</b>	Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ☺ The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> 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.)
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Wraith</b>	Wake the Wraith whenever other evil players wake.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ⚪
	<b>Courtier</b>	The Courtier might choose a character. ⚪⚫
	<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:</p> <ul style="list-style-type: none"> <li>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.</li> <li>Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token.</li> <li>Show the <b>YOU ARE</b> info token, then give a thumbs down.</li> <li>Replace their character token with the Demon token and put the new Demon to sleep.</li> </ul>
	<b>Lunatic</b>	<p>Do whatever needs to be done to simulate the Demon acting.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>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>Fang Gu</b>	<p>The Fang Gu chooses a player. ⚪ If they chose an Outsider (once only):</p> <ul style="list-style-type: none"> <li>Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.</li> <li>Show the <b>YOU ARE</b> and Fang Gu tokens &amp; give a thumbs-down. ⚪</li> </ul>
	<b>Lil' Monsta</b>	<p>The minions pick a player. Put them back to sleep, and then:</p> <ul style="list-style-type: none"> <li>Wake the chosen player. Point to the player, &amp; show them the <b>IS THE DEMON</b> token.</li> <li>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ⚪</li> <li>Place the <b>DEAD</b> token beside any living player. ⚪</li> </ul>
	<b>Yaggababble</b>	<p>For each time the Yaggababble publicly said their phrase:</p> <ul style="list-style-type: none"> <li>You may place a <b>DEAD</b> token next to a living player. ⚪</li> </ul>
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ⚪
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ⚪
	<b>Plague Doctor</b>	<p>If the Plague Doctor died, place a Minion character token in the center of the Grimoire.</p> <p>Mark this with the <b>STORYTELLER ABILITY</b> reminder. If applicable, add a token to the night sheet.</p>
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Village Idiot</b>	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	<b>King</b>	<p>If the number of dead players is equal to or exceeds the number of alive players:</p> <ul style="list-style-type: none"> <li>Wake the King. Show one alive character token. Put the King to sleep.</li> </ul>
	<b>Bounty Hunter</b>	<p>If the player with the <b>SEEN</b> token died today or tonight, point to an evil player.</p> <p>Move the <b>SEEN</b> token to the shown player. ⚪</p>
	<b>Cult Leader</b>	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <ul style="list-style-type: none"> <li>Wake the Cult Leader, show them the <b>YOU ARE</b> token, &amp; either a thumbs down (if evil) or thumbs up (if good).</li> <li>Put the Cult Leader back to sleep.</li> <li>Turn the Cult Leader token upside-down. (This shows their alignment.)</li> </ul>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.