

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
	<b>Boffin</b>	Wake the Boffin and the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	<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>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>Courtier</b>	The Courtier might choose a character.
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Fearmonger</b>	The Fearmonger picks a player: Mark the chosen player with the <b>FEAR</b> reminder.  Declare that 'The Fearmonger has chosen a player.'
	<b>Pukka</b>	The Pukka chooses a player.
	<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>Steward</b>	Point to the player marked <b>KNOW</b> .
	<b>Balloonist</b>	Point to a player (alive or dead). Place the <b>SEEN</b> token next to the shown player.
	<b>Shugenja</b>	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	<b>Village Idiot</b>	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Leviathan</b>	Mark the Leviathan with the <b>DAY 1</b> reminder.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Courtier</b>	The Courtier might choose a character. <b>@@</b>
	<b>Monk</b>	The Monk chooses a player. <b>◎</b>
	<b>Organ Grinder</b>	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the <b>DRUNK</b> reminder. <b>◎</b> If they shake their head, remove their <b>DRUNK</b> reminder.
	<b>Fearmonger</b>	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. <b>◎</b> Declare that "The Fearmonger has chosen a player."
	<b>Summoner</b>	On night two, place the <b>NIGHT 2</b> reminder. <b>◎</b> On night three, place the <b>NIGHT 3</b> reminder <b>◎</b> 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 <b>YOU ARE</b> info token, then the Demon token. Show the <b>YOU ARE</b> info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.
	<b>Pukka</b>	The Pukka chooses a player. <b>◎</b> The previously poisoned player dies then becomes healthy. <b>◎</b>
	<b>Shabaloth</b>	A previously chosen player might be resurrected. <b>◎</b> The Shabaloth chooses 2 players. <b>◎◎</b>
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. <b>◎</b>
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<b>Tinker</b>	The Tinker might die. <b>◎</b>
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. <b>◎</b>
	<b>Village Idiot</b>	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. <b>◎</b>