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. ◎
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon 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. ◎

Godfather	Show the character tokens of all in-play Outsiders.
Pukka	The Pukka chooses a player. ◎

Huntsman	If the Huntsman points to a player:
	    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
	    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
	    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Chef	Give a finger signal.
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler	The Butler chooses a player. ◎
Noble	Point to al three players marked **KNOW**.
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.	
Sailor	The Sailor chooses a living player. ◎	
Monk	The Monk chooses a player. ◎	
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. ◎	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
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. ◎	
Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the **NO ABILITY** token. ◎ If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Empath	Give a finger signal.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Undertaker	If a player was executed today, show their character token.	
Butler	The Butler chooses a player. ◎	
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.	