Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher	The Philosopher might choose a character. If necessary, swap their 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.

King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King 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. ◉

Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◉ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◉

Organ Grinder	The Organ Grinder either nods or shakes their head:
	    If they nod their head, mark them with the **DRUNK** reminder. ◉
	    If they shake their head, remove their **DRUNK** reminder.

Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◉ Declare that 'The Fearmonger has chosen a player.'
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Butler	The Butler chooses a player. ◉
Village Idiot	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.

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. ◉

High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
Dawn	Wait a few seconds. Call for eyes open.
Vizier	Declare that the Vizier is in play, and which player it is.