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

	Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
		    Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
		    Put the Minions to sleep. Wake the Demon.
		    Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
		    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

	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.

	Godfather	Show the character tokens of all in-play Outsiders.

	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.

	Mezepheles	Show a single word on a piece of paper, phone, or other device.
	Pukka	The Pukka chooses a player. ◎
	Damsel	Wake each Minion. Show the Damsel token.
	Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Noble	Point to al three players marked **KNOW**.
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
	Shugenja	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.
	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. ◎

	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.

Innkeeper | The Innkeeper chooses 2 players. ◎◎◎

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.

Mezepheles | If a player is marked with the **TURNS EVIL** reminder:
    Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
    Turn their character token upside down. (This shows they are now evil.)
    Mark the Mezepheles with the **NO ABILITY** reminder. ◎

Imp | The Imp chooses a player. ◎ If the Imp chose themselves:
    Replace 1 alive Minion token with a spare Imp token.
    Put the old Imp to sleep. Wake the new Imp.
    Show the **YOU ARE** token, then show the Imp token.

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. ◎◎

Godfather | If an Outsider died today, the Godfather chooses a player. ◎

Banshee | If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎
    Publicly announce that the Banshee died.

Damsel | TBD

Farmer | If the Farmer died tonight:
    Wake an alive good player.
    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
    Replace their previous character token with a Farmer character token.

Dreamer | The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

Balloonist | Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown 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 | If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◎

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