	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
5	Innkeeper	The Innkeeper chooses 2 players, ⊚⊚⊚
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
6	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).
V	Pukka	The Pukka chooses a player.
9	Vortox	The Vortox chooses a player. ⊚
	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.
260	Godfather	If an Outsider died today, the Godfather chooses a player. ⊚
Å	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
2	Damsel	TBD
600	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ⊚
	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.
9	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.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE 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.)
8	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
S	Leviathan	Mark the Leviathan with either the DAY 2, DAY 3, DAY 4, or DAY 5 reminder.