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

Kazali	The Kazali points at a player and a Minion on the character sheet.
	    Replace their old character token with the Minion token. Wake the player.
	    Show them the **You Are** info token then the Minion character token, and give a thumbs down.
	    Repeat until the normal number of Minions exist.
	    Put the Kazali to sleep.

Alchemist	Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the **IS THE ALCHEMIST** token. ◎ Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
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.

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.

Lleech	The Lleech picks a player. Mark them with the **POISONED** 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. ◎
Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen 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.

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**).
Clockmaker	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎

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.
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.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Gambler	The Gambler chooses a player & a character. ◎
Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
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).
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Vortox	The Vortox chooses a player. ◎
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Kazali	The Kazali 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.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
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. ◎
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. ◎
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 & immediately say who died.