Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Poppy Grower	Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.	
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.	
Wizard	Run the Wizard's ability, if applicable.	
Devil's Advocate	The Devil's Advocate chooses a living player. ◎	
Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token	
Damsel	Wake each Minion. Show the Damsel token.	
Chef	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. ◎	
Grandmother	Point to the grandchild player & show their character token.	
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. ◎	
Dawn	Wait a few seconds. Call for eyes open.	

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

Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
	    Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
	    Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Wizard	Run the Wizard's ability, if applicable.
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

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.

Zombuul	If no one died today, the Zombuul chooses a player. ◎
No Dashii	The No Dashii chooses a player. ◎
Vortox	The Vortox chooses a player. ◎
Gossip	If the Gossip is due to kill a player, they die. ◎
Professor	The Professor might choose a dead player. ◎◎
Damsel	TBD
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**).
Juggler	Give a finger signal.
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. ◎
Butler	The Butler chooses a player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.