FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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.
Sailor	The Sailor chooses a living player. ◎
Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
Poisoner	The Poisoner chooses a player. ◎
Courtier	The Courtier might choose a character. ◎◎
Godfather	Show the character tokens of all in-play Outsiders.
Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
Empath	Give a finger signal.
Knight	Point to the two players marked **KNOW**. ◎◎
Balloonist	Point to a player (alive or dead). 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.)
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎
Poisoner	The Poisoner chooses a player. ◎
Courtier	The Courtier might choose 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).
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Princess	If it is the Princess' first day, and they nominated and executed a player: If the Demon would wake to choose a player, wake them as normal. The Demon does not kill.
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Godfather	If an Outsider died today, the Godfather chooses a player. ◎
Hatter	If the Hatter died, wake the Minions and Demon: Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder. Change each player to the character they chose.
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.
Professor	The Professor might choose a dead player. ◎◎
Empath	Give a finger signal.
Undertaker	If a player was executed today, show their character token.
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.)
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.