	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.

	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.
	Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.

	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.

	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following:
		    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
		    Put the minions back to sleep. 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. ◎

	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
		    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
		    Put the old Snake Charmer to sleep. Wake the old Demon.
		    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
	Witch	The Witch chooses a player. ◎
	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**).
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎	
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎	

Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
	  Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
	  Put the old Snake Charmer to sleep. Wake the old Demon.
	  Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎	

Witch	The Witch chooses a player. ◎	

Summoner	On night two, place the **NIGHT 2** reminder. ◎
	On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
	  They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
	  Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
	  Show the **YOU ARE** info token, then give a thumbs down.
	  Replace their character token with the Demon token and put the new Demon to sleep.	

Legion	You may decide a player that dies. (Once per living Legion) ◎	
Zombuul	If no one died today, the Zombuul 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. ◎	

Kazali	The Kazali chooses a player. ◎	
Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.	
Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎	
Damsel	TBD	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.	
Town Crier	Either nod or shake your head.	
Oracle	Give a finger signal.	
Juggler	Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	