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.	
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.	

Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.	

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. ◎	

Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.	
Empath	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. ◎	
Knight	Point to the two players marked **KNOW**. ◎◎	
Shugenja	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.	
Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.	
Dawn	Wait a few seconds. Call for eyes open.	

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

Monk | The Monk chooses a player. ◎

Scarlet Woman | If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

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.

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.

Shabaloth | A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

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. ◎

Assassin | The Assassin might choose a player. ◎◎

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.

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath | Give a finger signal.

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.

Butler | The Butler chooses a player. ◎

Dawn | Wait a few seconds. Call for eyes open & immediately say who died.