	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Lord Of Typhon	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
	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.
	Sailor	The Sailor chooses a living player. ◎
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion. Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Empath	Give a finger signal.
	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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Sailor	The Sailor chooses a living player. ◎

	Preacher	The Preacher chooses a player. If they choose a Minion:
		    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
		    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
	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.

	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.

	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Lord Of Typhon	The Lord of Typhon chooses a player. ◎

	Al-Hadikhia	The Al-Hadikhia points at three players:
		    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
		    Wake the player marked **1** & say "The A-l Hadikhia has chosen" then the name of the player.
		    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
		    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
		    If all three are alive (none have a shroud), add a shroud to all three.

	Farmer	If the Farmer died tonight:
		    Wake an alive good player.
		    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
		    Replace their previous character token with a Farmer character token.

	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Empath	Give a finger signal.
	Undertaker	If a player was executed today, 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.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.