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.

King	Wake the Demon. Show them the **THIS PLAYER IS** info token, then the King token, then point at the King player.
Poisoner	The Poisoner chooses a player. ◎
Witch	The Witch chooses a player. ◎
Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
Pukka	The Pukka chooses a player. ◎
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. ◎
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Steward	Point to the player 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.

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. ◎

Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Poisoner		The Poisoner chooses a player. ◎
Witch		The Witch chooses a player. ◎
Harpy		The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
Scarlet Woman		If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
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).
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.
Pukka		The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
Vortox		The Vortox chooses a player. ◎
Vigormortis		The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
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.
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**).
Seamstress		The Seamstress might choose 2 players. Nod or shake your head. ◎
King		If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
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. ◎
Chambermaid		The Chambermaid chooses 2 living players. Give a finger signal.
Mathematician		Give a finger signal.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.