

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Widow</b>	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ⚡ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ⚡
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚡
	<b>Pixie</b>	Show the Townsfolk character token marked <b>MAD</b> .
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Empath</b>	Give a finger signal.
	<b>Clockmaker</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☺
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☺☺
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☺
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ☺
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺
	<b>Fang Gu</b>	The Fang Gu chooses a player. ☺ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. ☺
	<b>No Dashii</b>	The No Dashii chooses a player. ☺
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☺
	<b>Banshee</b>	If the demon killed the Banshee tonight, place the <b>HAS ABILITY</b> token. ☺ Publicly announce that the Banshee died.
	<b>Empath</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>High Priestess</b>	Point to the player whom you most think the High Priestess should speak with tomorrow.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.