

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players.
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character.  Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token
	<b>Lunatic</b>	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).
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night.  or  (*)
	<b>Vortox</b>	The Vortox chooses a player.
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. Place the <b>DEAD</b> token beside any living player.
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Damsel</b>	TBD
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player.
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.