

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Kazali</b>	<p>The Kazali points at a player and a Minion on the character sheet.        Replace their old character token with the Minion token. Wake the player.        Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.        Repeat until the normal number of Minions exist.        Put the Kazali to sleep.</p>
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:        Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.</p>
	<b>Demon Info</b>	<p>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.</p>
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Poisoner</b>	The Poisoner chooses a player. ☺
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Washerwoman</b>	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	<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>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Nightwatchman</b>	<p>If the Nightwatchman points at a player:        Put the Nightwatchman to sleep.        Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token &amp; the Nightwatchman token.        Point to the Nightwatchman player. Put the chosen player back to sleep.        Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☺</p>
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<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>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	<b>Sailor</b>	The Sailor chooses a living player. ⚡
	<b>Poisoner</b>	The Poisoner chooses a player. ⚡
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ⚡⚡
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ⚡
	<b>Imp</b>	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 <b>YOU ARE</b> token, then show the Imp token.
	<b>Vortox</b>	The Vortox chooses a player. ⚡
	<b>Kazali</b>	The Kazali chooses a player. ⚡
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ⚡
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ⚡
	<b>Butler</b>	The Butler chooses a player. ⚡
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.