

	<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.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the <b>You Are</b> info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	<b>Alchemist</b>	<p>Show the <b>YOU ARE</b> info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.</p> <p>Mark the Alchemist with the <b>IS THE ALCHEMIST</b> token.  Swap the Alchemist token with this Minion token.</p> <p>Turn the Minion token upside-down. (This shows they are still good.).</p>
	<b>Minion Info</b>	<p>If there are 7 or more players, wake all Minions:</p> <p>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:</p> <p>Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p>
	<b>Cerenovus</b>	<p>The Cerenovus chooses a player &amp; a character.  Put the Cerenovus to sleep. Wake the target.</p> <p>Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token</p>
	<b>Huntsman</b>	<p>If the Huntsman points to a player:</p> <p>Put them to sleep. Mark them with the <b>NO ABILITY</b> token. </p> <p>If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token.</p> <p>Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.</p>
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<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>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. 
	<b>Balloonist</b>	<p>Point to a player (alive or dead).</p> <p>Place the <b>SEEN</b> token next to the shown player. </p>
	<b>Shugenja</b>	<p>Point your finger horizontally in the direction of the closest evil player.</p> <p>If the two closest evil players are equidistant, point your finger horizontally in either direction.</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:</p> <p>Show them the <b>YOU ARE</b> token, &amp; a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. </p>
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<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>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>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<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>No Dashii</b>	The No Dashii chooses a player. ⚡
	<b>Vortox</b>	The Vortox chooses a player. ⚡
	<b>Kazali</b>	The Kazali chooses a player. ⚡
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ⚡ If they chose the Damsel, wake the Damsel, show the <b>NO ABILITY</b> info token, then a not-in-play Townsfolk token. Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.
	<b>Damsel</b>	TBD
	<b>Empath</b>	Give a finger signal.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ⚡
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player. ⚡
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.