

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Monk</b>	The Monk chooses a player. ☺
	<b>No Dashii</b>	The No Dashii chooses a player. ☺
	<b>Al-Hadikhia</b>	<p>The Al-Hadikhia points at three players:        Mark these players with the <b>1</b>, <b>2</b>, &amp; <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep.        Wake the player marked <b>1</b> &amp; say "The A-I Hadikhia has chosen" then the name of the player.        Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked <b>2</b> &amp; <b>3</b>.        Remove a shroud (if any) for players that choose live, &amp; add a shroud for players that choose die.        If all three are alive (none have a shroud), add a shroud to all three.</p>
	<b>Lil' Monsta</b>	<p>The minions pick a player. Put them back to sleep, and then:        Wake the chosen player. Point to the player, &amp; 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. ☺</p>
	<b>Kazali</b>	The Kazali chooses a player. ☺
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ☺
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ☺
	<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>Undertaker</b>	If a player was executed today, show their character token.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.