

	<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>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>Lunatic</b>	<p>If there are 7 or more players, wake the Lunatic:      Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players.      Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens.      Put the Lunatic to sleep. Wake the Demon.      Show the <b>YOU ARE</b> info token and the Demon token.      Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.</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>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>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Clockmaker</b>	Give a finger signal.
	<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>Ogre</b>	<p>The Ogre points to a player:      If the player is evil, flip the Ogre's token upside down.</p>
	<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>Sailor</b>	The Sailor chooses a living player. ◎
	<b>Poisoner</b>	The Poisoner chooses a player. ◎
	<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>Zombuul</b>	If no one died today, the Zombuul chooses a player. ◎
	<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>Kazali</b>	The Kazali chooses a player. ◎
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<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>Juggler</b>	Give a finger signal.
	<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>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.