

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. <b>◎◎◎</b>
	<b>Wizard</b>	Run the Wizard's ability, if applicable.
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. <b>◎</b>
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. <b>◎</b>
	<b>Witch</b>	The Witch chooses a player. <b>◎</b>
	<b>Lycanthrope</b>	The Lycanthrope points to a player. If the chosen player is good: Mark them with the <b>DEAD</b> reminder. <b>◎</b> Demon doesn't kill tonight.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) <b>◎</b>
	<b>Imp</b>	The Imp chooses a player. <b>◎</b> 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>◎</b>
	<b>Vigormortis</b>	The Vigormortis chooses a player. <b>◎</b> If that player is a Minion, poison a neighboring Townsfolk. <b>◎◎</b>
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Professor</b>	The Professor might choose a dead player. <b>◎◎</b>
	<b>Damsel</b>	TBD
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. <b>◎</b>
	<b>Empath</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Village Idiot</b>	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	<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>◎</b>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.