

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<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>
	Minion Info	<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>
	Demon Info	<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>
	LLeech	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Witch	The Witch chooses a player. ☺
	Pukka	The Pukka chooses a player. ☺
	Washerwoman	Show the Townsfolk character token. Point to both the <b>TOWNSFOLK</b> and <b>WRONG</b> players.
	Investigator	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	Butler	The Butler chooses a player. ☺
	Clockmaker	Give a finger signal.
	Balloonist	<p>Point to a player (alive or dead).      Place the <b>SEEN</b> token next to the shown player. ☺</p>
	Nightwatchman	<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>
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Poisoner</b>	The Poisoner chooses a player. ⚡
	<b>Monk</b>	The Monk chooses a player. ⚡
	<b>Witch</b>	The Witch chooses a player. ⚡
	<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>Lycanthrope</b>	The Lycanthrope points to a player. If the chosen player is good: Mark them with the <b>DEAD</b> reminder. ⚡ Demon doesn't kill tonight.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. ⚡
	<b>Pukka</b>	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	<b>LLeech</b>	The LLeech chooses a player. Mark them with the <b>DEAD</b> token. ⚡
	<b>Kazali</b>	The Kazali chooses a player. ⚡
	<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>Undertaker</b>	If a player was executed today, show their character token.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. ⚡
	<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.