

	<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>Poppy Grower</b>	<p>Wake the Demon.</p> <p>Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.</p> <p>Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.</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>Preacher</b>	<p>The Preacher chooses a player. If they choose a Minion:</p> <p>Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion.</p> <p>Show them the <b>THIS CHARACTER SELECTED YOU</b> card &amp; the Preacher token. Put the Minion back to sleep.</p>
	<b>Lil' Monsta</b>	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the <b>THESE ARE YOUR MINIONS</b> token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, &amp; show them the <b>IS THE DEMON</b> token.</p> <p>Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☺</p>
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Witch</b>	The Witch chooses a player. ☺
	<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>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<b>Nightwatchman</b>	<p>If the Nightwatchman points at a player:</p> <p>Put the Nightwatchman to sleep.</p> <p>Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token &amp; the Nightwatchman token.</p> <p>Point to the Nightwatchman player. Put the chosen player back to sleep.</p> <p>Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ☺</p>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Vizier</b>	Declare that the Vizier is in play, and which player it is.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Poppy Grower</b>	If the Poppy Grower died today or tonight, & is marked with the <b>EVIL WAKES</b> reminder: Show the <b>THIS IS THE DEMON</b> info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> info token, then point to the Minions. Put the Demon to sleep.
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. <b>@@@</b>
	<b>Monk</b>	The Monk chooses a player. <b>◎</b>
	<b>Witch</b>	The Witch chooses a player. <b>◎</b>
	<b>Vortox</b>	The Vortox chooses a player. <b>◎</b>
	<b>Ojo</b>	The Ojo points to a role. If a player has that role, they die. <b>◎</b> If the role is out of play, the Storyteller chooses any number of players that die. <b>◎</b>
	<b>Lil' Monsta</b>	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & 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. <b>◎</b> Place the <b>DEAD</b> token beside any living player. <b>◎</b>
	<b>Kazali</b>	The Kazali chooses a player. <b>◎</b>
	<b>Assassin</b>	The Assassin might choose a player. <b>@@</b>
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. <b>◎</b>
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. <b>◎</b>
	<b>Hatter</b>	If the Hatter died, wake the Minions and Demon: Show them the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the <b>TEA PARTY TONIGHT</b> reminder. Change each player to the character they chose.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. <b>◎</b>
	<b>Professor</b>	The Professor might choose a dead player. <b>@@</b>
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. <b>◎</b> 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>Undertaker</b>	If a player was executed today, show their character token.
	<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>◎</b>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.