

	<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>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>King</b>	Wake the Demon. Show them the <b>THIS PLAYER IS</b> info token, then the King token, then point at the King player.
	<b>Widow</b>	<p>Show the Grimoire for as long as the Widow needs.      The Widow picks a player. Mark that player with a <b>POISONED</b> reminder. ⚡ Put the Widow to sleep.      Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the <b>KNOWS</b> reminder. ⚡</p>
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚡
	<b>Huntsman</b>	<p>If the Huntsman points to a player:      Put them to sleep. Mark them with the <b>NO ABILITY</b> token. ⚡      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.</p>
	<b>Damsel</b>	Wake each Minion. Show the Damsel token.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Chef</b>	Give a finger signal.
	<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>Steward</b>	Point to the player marked <b>KNOW</b> . ⚡
	<b>Cult Leader</b>	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:      Wake the Cult Leader, show them the <b>YOU ARE</b> token, &amp; either a thumbs down (if evil) or thumbs up (if good).      Put the Cult Leader back to sleep.      Turn the Cult Leader token upside-down. (This shows their alignment.)</p>
	<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>Monk</b>	The Monk chooses a player. Ⓛ
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. Ⓛ
	<b>Pit-Hag</b>	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) Ⓛ
	<b>No Dashii</b>	The No Dashii chooses a player. Ⓛ
	<b>Vigormortis</b>	The Vigormortis chooses a player. Ⓛ If that player is a Minion, poison a neighboring Townsfolk. Ⓛ Ⓛ
	<b>Kazali</b>	The Kazali chooses a player. Ⓛ
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. Ⓛ
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. Ⓛ
	<b>Huntsman</b>	If the Huntsman points to a player: Put them to sleep. Mark them with the <b>NO ABILITY</b> token. Ⓛ 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>Damsel</b>	TBD
	<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>King</b>	If the number of dead players is equal to or exceeds the number of alive players: Wake the King. Show one alive character token. Put the King to sleep.
	<b>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.