

	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.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are 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>
	Poppy Grower	<p>Wake the Demon.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY 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>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	King	Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.
	Widow	<p>Show the Grimoire for as long as the Widow needs.</p> <p>The Widow picks a player. Mark that player with a POISONED reminder. ⚡ Put the Widow to sleep.</p> <p>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ⚡</p>
	Godfather	Show the character tokens of all in-play Outsiders.
	Devil's Advocate	The Devil's Advocate chooses a living player. ⚡
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Chef	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	Steward	Point to the player marked KNOW . ⚡
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <p>Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good).</p> <p>Put the Cult Leader back to sleep.</p> <p>Turn the Cult Leader token upside-down. (This shows their alignment.)</p>
	Ogre	<p>The Ogre points to a player:</p> <p>If the player is evil, flip the Ogre's token upside down.</p>
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to sleep.
	Monk	The Monk chooses a player. Ⓛ
	Devil's Advocate	The Devil's Advocate chooses a living player. Ⓛ
	Pit-Hag	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 YOU ARE token & their new character token.
	Legion	You may decide a player that dies. (Once per living Legion) Ⓛ
	No Dashii	The No Dashii chooses a player. Ⓛ
	Vigormortis	The Vigormortis chooses a player. Ⓛ If that player is a Minion, poison a neighboring Townsfolk. Ⓛ Ⓛ
	Kazali	The Kazali chooses a player. Ⓛ
	Godfather	If an Outsider died today, the Godfather chooses a player. Ⓛ
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. Ⓛ
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Undertaker	If a player was executed today, show their character token.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. Ⓛ
	King	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.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE 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.)
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.