

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Lord Of Typhon</b>	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon: Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal.
	<b>Kazali</b>	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.
	<b>Boffin</b>	Wake the Boffin and the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.
	<b>Magician</b>	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the <b>THIS IS THE DEMON</b> token. Point to the Demon & the Magician. Put the Minions to sleep. Wake the Demon. Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions & the Magician. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Lunatic</b>	If there are 7 or more players, wake the Lunatic: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to any players. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the <b>YOU ARE</b> info token and the Demon token. Show the <b>THIS PLAYER IS</b> info token and the Lunatic token, then point to the Lunatic.
	<b>Summoner</b>	Place the <b>NIGHT 1</b> reminder. ☺ Show the Summoner 3 not-in-play characters as bluffs.
	<b>Demon Info</b>	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.
	<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>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Marionette</b>	Wake the Demon. Point to the player marked <b>IS THE MARIONETTE</b> & show the Marionette character token. Put the Demon to sleep.
	<b>Evil Twin</b>	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Shugenja</b>	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
	<b>Ogre</b>	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	<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>Sailor</b>	The Sailor chooses a living player. ◎
	<b>Monk</b>	The Monk chooses a player. ◎
	<b>Summoner</b>	<p>On night two, place the <b>NIGHT 2</b> reminder. ◎</p> <p>On night three, place the <b>NIGHT 3</b> reminder ◎ and wake the Summoner:</p> <ul style="list-style-type: none"> <li>They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.</li> <li>Wake the chosen player. Show the <b>YOU ARE</b> info token, then the Demon token.</li> <li>Show the <b>YOU ARE</b> info token, then give a thumbs down.</li> <li>Replace their character token with the Demon token and put the new Demon to sleep.</li> </ul>
	<b>Lunatic</b>	<p>Do whatever needs to be done to simulate the Demon acting.</p> <p>Put the Lunatic to sleep. Wake the Demon.</p> <p>Show the Lunatic token &amp; point to them, then their target(s).</p>
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	<b>Lord Of Typhon</b>	The Lord of Typhon chooses a player. ◎
	<b>Ojo</b>	<p>The Ojo points to a role. If a player has that role, they die. ◎</p> <p>If the role is out of play, the Storyteller chooses any number of players that die. ◎</p>
	<b>Kazali</b>	The Kazali chooses a player. ◎
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>King</b>	<p>If the number of dead players is equal to or exceeds the number of alive players:</p> <ul style="list-style-type: none"> <li>Wake the King. Show one alive character token. Put the King to sleep.</li> </ul>
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.