

	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>
	Alchemist	<p>Show the YOU ARE info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.</p> <p>Mark the Alchemist with the IS THE ALCHEMIST token. Swap the Alchemist token with this Minion token.</p> <p>Turn the Minion token upside-down. (This shows they are still good.).</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	<p>Wake the Demon. Show them the THIS PLAYER IS info token, then the King token, then point at the King player.</p>
	Lil' Monsta	<p>Instead of the normal Minion Info and Demon Info steps, do the following:</p> <p>Wake all Minions. Show the THESE ARE YOUR MINIONS token. The minions pick a player:</p> <p>Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the IS THE DEMON token.</p> <p>Put the chosen player back to sleep. Place the IS THE DEMON token beside them. </p>
	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>
	Harpy	<p>The Harpy chooses a player & then another player. Put the Harpy to sleep. Wake the first target.</p> <p>Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.</p>
	Steward	<p>Point to the player marked KNOW. </p>
	Village Idiot	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	Bounty Hunter	<p>Wake any player with a Townsfolk character:</p> <p>Show them the YOU ARE token, & a thumbs down. Put them back to sleep.</p> <p>Turn their token upside-down. (This shows they are evil.)</p> <p>Wake the Bounty Hunter, point to an evil player. Place the SEEN token beside the shown player. </p>
	Chambermaid	<p>The Chambermaid chooses 2 living players. Give a finger signal.</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>

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	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the second target.
	Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the 1 , 2 , & 3 reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked 1 & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked 2 & 3 . Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
	Lil' Monsta	The minions pick a player. Put them back to sleep, and then: Wake the chosen player. Point to the player, & show them the IS THE DEMON token. Put the chosen player back to sleep. Place the IS THE DEMON token beside them. ◎ Place the DEAD token beside any living player. ◎
	Kazali	The Kazali chooses a player. ◎
	Assassin	The Assassin might choose a player. ◎◎
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Town Crier	Either nod or shake your head.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	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.
	Bounty Hunter	If the player with the SEEN token died today or tonight, point to an evil player. Move the SEEN token to the shown player. ◎
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.