

	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>
	Preacher	<p>The Preacher chooses a player. If they choose a Minion:</p> <p>Put a PREACHED reminder token next to that Minion. Wake the chosen Minion.</p> <p>Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.</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>
	Organ Grinder	<p>The Organ Grinder either nods or shakes their head:</p> <p>If they nod their head, mark them with the DRUNK reminder. ☺</p> <p>If they shake their head, remove their DRUNK reminder.</p>
	Witch	The Witch chooses a player. ☺
	Huntsman	<p>If the Huntsman points to a player:</p> <p>Put them to sleep. Mark them with the NO ABILITY token. ☺</p> <p>If they chose the Damsel, wake the Damsel, show the NO ABILITY 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>
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Grandmother	Point to the grandchild player & show their character token.
	Noble	Point to all three players marked KNOW .
	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.
	Preacher	The Preacher chooses a player. If they choose a Minion: Put a PREACHED reminder token next to that Minion. Wake the chosen Minion. Show them the THIS CHARACTER SELECTED YOU card & the Preacher token. Put the Minion back to sleep.
	Innkeeper	The Innkeeper chooses 2 players. @@@
	Monk	The Monk chooses a player. ◎
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ◎ If they shake their head, remove their DRUNK reminder.
	Witch	The Witch chooses a player. ◎
	Vortox	The Vortox chooses a player. ◎
	Ojo	The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
	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. @@
	Barber	If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ◎
	Professor	The Professor might choose a dead player. @@
	Huntsman	If the Huntsman points to a player: Put them to sleep. Mark them with the NO ABILITY token. ◎ If they chose the Damsel, wake the Damsel, show the NO ABILITY 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.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Undertaker	If a player was executed today, show their character token.
	Juggler	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.