

	<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>Lunatic</b>	<p>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.</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>Preacher</b>	<p>The Preacher chooses a player. If they choose a Minion:      Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion.      Show them the <b>THIS CHARACTER SELECTED YOU</b> card &amp; the Preacher token. Put the Minion back to sleep.</p>
	<b>Xaan</b>	<p>Add the <b>NIGHT</b> reminder token that matches the current night. ◎      On the night that equals the number of Outsiders in play when the game began:      Add the <b>X</b> reminder to the Grimoire. ◎ Remove it the following dusk.</p>
	<b>Courtier</b>	The Courtier might choose a character. ◎◎
	<b>Witch</b>	The Witch chooses a player. ◎
	<b>Cerenovus</b>	<p>The Cerenovus chooses a player &amp; a character. ◎ Put the Cerenovus to sleep. Wake the target.      Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token</p>
	<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>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Shugenja</b>	<p>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.</p>
	<b>Bounty Hunter</b>	<p>Wake any player with a Townsfolk character:      Show them the <b>YOU ARE</b> token, &amp; a thumbs down. Put them back to sleep.      Turn their token upside-down. (This shows they are evil.)      Wake the Bounty Hunter, point to an evil player. Place the <b>SEEN</b> token beside the shown player. ◎</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>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<b>Xaan</b>	Add the <b>NIGHT</b> reminder token that matches the current night. On the night that equals the number of Outsiders in play when the game began: Add the <b>X</b> reminder to the Grimoire.  Remove it the following dusk.
	<b>Courtier</b>	The Courtier might choose a character.
	<b>Witch</b>	The Witch chooses a player.
	<b>Cerenovus</b>	The Cerenovus chooses a player & a character.  Put the Cerenovus to sleep. Wake the target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Cerenovus token, then the madness-character token.
	<b>Lunatic</b>	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night.  or   (*)
	<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>Gossip</b>	If the Gossip is due to kill a player, they die.
	<b>Sage</b>	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	<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>Farmer</b>	If the Farmer died tonight: Wake an alive good player. Show them the <b>YOU ARE</b> info token and a Farmer character token, then put them to sleep. Replace their previous character token with a Farmer character token.
	<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>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Town Crier</b>	Either nod or shake your head.
	<b>Bounty Hunter</b>	If the player with the <b>SEEN</b> token died today or tonight, point to an evil player. Move the <b>SEEN</b> token to the shown player.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.