

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<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>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>LLeech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token. ☺
	<b>Godfather</b>	Show the character tokens of all in-play Outsiders.
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living 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>Chef</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ☺
	<b>Noble</b>	Point to all three players marked <b>KNOW</b> .
	<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>Cannibal</b>	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	<b>Sailor</b>	The Sailor chooses a living player. Ⓛ
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. Ⓛ⠀⠃⠀⠃
	<b>Gambler</b>	The Gambler chooses a player & a character. Ⓛ
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the <b>DEAD</b> reminder. Ⓛ
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living 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>Imp</b>	The Imp chooses a player. Ⓛ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the <b>YOU ARE</b> token, then show the Imp token.
	<b>Fang Gu</b>	The Fang Gu chooses a player. Ⓛ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. Ⓛ
	<b>No Dashii</b>	The No Dashii chooses a player. Ⓛ
	<b>Lleech</b>	The Lleech chooses a player. Mark them with the <b>DEAD</b> token. Ⓛ
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. Ⓛ
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. Ⓛ
	<b>Choirboy</b>	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. Ⓛ
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Juggler</b>	Give a finger signal.
	<b>King</b>	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.
	<b>Butler</b>	The Butler chooses a player. Ⓛ
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.