

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	Lunatic	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.
	Demon Info	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.
	Sailor	The Sailor chooses a living player. ☺
	Lleech	The Lleech picks a player. Mark them with the <b>POISONED</b> token. ☹
	Godfather	Show the character tokens of all in-play Outsiders.
	Pixie	Show the Townsfolk character token marked <b>MAD</b> .
	Empath	Give a finger signal.
	Clockmaker	Give a finger signal.
	Steward	Point to the player marked <b>KNOW</b> . ☹
	Balloonist	Point to a player (alive or dead). Place the <b>SEEN</b> token next to the shown player. ☹
	Bounty Hunter	Wake any player with a Townsfolk character: Show them the <b>YOU ARE</b> token, & 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. ☹
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	Spy	Show the Grimoire to the Spy for as long as they need.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Pixie</b>	If the Townsfolk marked <b>MAD</b> died, & the Pixie player has been sufficiently mad that they were this character: Replace the <b>MAD</b> reminder with the <b>HAS ABILITY</b> reminder. ☹
	<b>Sailor</b>	The Sailor chooses a living player. ☹
	<b>Innkeeper</b>	The Innkeeper chooses 2 players. ☹☹☹
	<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>Legion</b>	You may decide a player that dies. (Once per living Legion) ☹
	<b>Vigormortis</b>	The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹
	<b>Al-Hadikhia</b>	The Al-Hadikhia points at three players: Mark these players with the <b>1</b> , <b>2</b> , & <b>3</b> reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked <b>1</b> & 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 <b>2</b> & <b>3</b> . 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.
	<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>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>Empath</b>	Give a finger signal.
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Balloonist</b>	Point to a player (alive or dead) with a different role type from the player with the <b>SEEN</b> token. Place the <b>SEEN</b> token next to the shown player. ☹
	<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>Cult Leader</b>	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the <b>YOU ARE</b> token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.