

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ⚪
	<b>Gambler</b>	The Gambler chooses a player & a character. ⚪
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ⚪ The Shabaloth chooses 2 players. ⚪
	<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>Assassin</b>	The Assassin might choose 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>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ⚪
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Empath</b>	Give a finger signal.
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Nightwatchman</b>	If the Nightwatchman points at a player: Put the Nightwatchman to sleep. Wake the chosen player, show them the <b>THIS CHARACTER SELECTED YOU</b> info token & the Nightwatchman token. Point to the Nightwatchman player. Put the chosen player back to sleep. Mark the Nightwatchman with the <b>NO ABILITY</b> reminder token. ⚪
	<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>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.
	<b>Leviathan</b>	Mark the Leviathan with either the <b>DAY 2</b> , <b>DAY 3</b> , <b>DAY 4</b> , or <b>DAY 5</b> reminder. ⚪