

	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>
	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>
	Marionette	<p>Wake the Demon. Point to the player marked IS THE MARIONETTE & show the Marionette character token.</p> <p>Put the Demon to sleep.</p>
	Godfather	Show the character tokens of all in-play Outsiders.
	Devil's Advocate	The Devil's Advocate chooses a living 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>
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Cult Leader	<p>The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:</p> <p>Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good).</p> <p>Put the Cult Leader back to sleep.</p> <p>Turn the Cult Leader token upside-down. (This shows their alignment.)</p>
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

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	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Monk	The Monk chooses a player. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
	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. ◎
	Kazali	The Kazali chooses a player. ◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ◎
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. ◎ Publicly announce that the Banshee died.
	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.
	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	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 YOU ARE 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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.