Kazali
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 **You Are** 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.

Dusk
Check that all eyes are closed. Some Travellers & Fabled act.

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ◎

Lil' Monsta
Instead of the normal Minion Info and Demon Info steps, do the following:
　Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
　　Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
　　Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

Minion Info
If there are 7 or more players, wake all Minions:
　Show the **THIS IS THE DEMON** token. Point to the Demon.

Kazali
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 **You Are** 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.

Lunatic
If there are 7 or more players, wake the Lunatic:
　Show the **THESE ARE YOUR MINIONS** token. Point to any players.
　Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
　Put the Lunatic to sleep. Wake the Demon.
　Show the **YOU ARE** info token and the Demon token.
　Show the **THIS PLAYER IS** 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 **THESE ARE YOUR MINIONS** token. Point to all Minions.
　Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Widow
Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Evil Twin
Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Godfather
Show the character tokens of al in-play Outsiders.

Harpy
The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target.
Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Steward
Point to the player marked **KNOW**. ◎

Knight
Point to the two players marked **KNOW**. ◎◎

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Village Idiot
Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Fortune Teller
The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Bounty Hunter
Wake any player with a Townsfolk character:
　Show them the **YOU ARE** 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 **SEEN** token beside the shown player. ◎

Dawn
Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
	Lunatic	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).
	Kazali	The Kazali chooses a player. ◎

	Lil' Monsta	The minions pick a player. Put them back to sleep, and then:
		   Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
		   Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
		Place the **DEAD** token beside any living player. ◎

	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Vortox	The Vortox chooses a player. ◎
	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Tinker	The Tinker might die. ◎
	Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.