

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Alchemist</b>	Show the <b>YOU ARE</b> info token then the character token of a not-in-play Minion. Put the Alchemist to sleep. Mark the Alchemist with the <b>IS THE ALCHEMIST</b> token.  Swap the Alchemist token with this Minion token. Turn the Minion token upside-down. (This shows they are still good.).
	<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>Sailor</b>	The Sailor chooses a living player.
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<b>Leech</b>	The LLeech picks a player. Mark them with the <b>POISONED</b> token.
	<b>Courtier</b>	The Courtier might choose a character.
	<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>Fearmonger</b>	The Fearmonger picks a player: Mark the chosen player with the <b>FEAR</b> reminder.  Declare that "The Fearmonger has chosen a player."
	<b>Empath</b>	Give a finger signal.
	<b>Grandmother</b>	Point to the grandchild player & show their character token.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.
	<b>Vizier</b>	Declare that the Vizier is in play, and which player it is.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ◎
	<b>Preacher</b>	The Preacher chooses a player. If they choose a Minion: Put a <b>PREACHED</b> reminder token next to that Minion. Wake the chosen Minion. Show them the <b>THIS CHARACTER SELECTED YOU</b> card & the Preacher token. Put the Minion back to sleep.
	<b>Courtier</b>	The Courtier might choose a character. ◎◎
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ◎
	<b>Fearmonger</b>	The Fearmonger picks a player. If they chose a player who wasn't already marked with the <b>FEAR</b> reminder: Mark the chosen player with the <b>FEAR</b> reminder. ◎ Declare that "The Fearmonger has chosen a player."
	<b>Exorcist</b>	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the <b>THIS CHARACTER SELECTED YOU</b> & Exorcist tokens. Point to the Exorcist.
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
	<b>No Dashii</b>	The No Dashii chooses a player. ◎
	<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>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ◎
	<b>Professor</b>	The Professor might choose a dead player. ◎◎
	<b>Tinker</b>	The Tinker might die. ◎
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ◎
	<b>Grandmother</b>	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	<b>Empath</b>	Give a finger signal.
	<b>Juggler</b>	Give a finger signal.
	<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.