

	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 THIS IS THE DEMON token. Point to the Demon.
	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.
	Sailor	The Sailor chooses a living player. ◎
	LLeech	The LLeech picks a player. Mark them with the POISONED token. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Godfather	Show the character tokens of all in-play Outsiders.
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Pukka	The Pukka chooses a player. ◎
	Butler	The Butler chooses a player. ◎
	Grandmother	Point to the grandchild player & show their character token.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ⚡
	Courtier	The Courtier might choose a character. ⚡⚡
	Innkeeper	The Innkeeper chooses 2 players. ⚡⚡⚡
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. ⚡
	Devil's Advocate	The Devil's Advocate chooses a living player. ⚡
	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).
	Exorcist	The Exorcist chooses a player. ⚡ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	Pukka	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	Shabaloth	A previously chosen player might be resurrected. ⚡ The Shabaloth chooses 2 players. ⚡⚡
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡⚡(*
	LLeech	The LLeech chooses a player. Mark them with the DEAD token. ⚡
	Assassin	The Assassin might choose a player. ⚡⚡
	Godfather	If an Outsider died today, the Godfather chooses a player. ⚡
	Gossip	If the Gossip is due to kill a player, they die. ⚡
	Professor	The Professor might choose a dead player. ⚡⚡
	Tinker	The Tinker might die. ⚡
	Moonchild	If the Moonchild is due to kill a good player, they die. ⚡
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ⚡
	Butler	The Butler chooses a player. ⚡
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.