

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<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>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>Pukka</b>	The Pukka chooses a player. ⚡
	<b>Librarian</b>	Show the Outsider character token. Point to both the <b>OUTSIDER</b> and <b>WRONG</b> players.
	<b>Chef</b>	Give a finger signal.
	<b>Empath</b>	Give a finger signal.
	<b>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Butler</b>	The Butler chooses a player. ⚡
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<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>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ⚡
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ⚡
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<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>Pukka</b>	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	<b>Po</b>	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚡ or ⚡ ⚡ (*
	<b>Vortox</b>	The Vortox chooses a player. ⚡
	<b>Assassin</b>	The Assassin might choose a player. ⚡ ⚡
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ⚡
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ⚡
	<b>Tinker</b>	The Tinker might die. ⚡
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. ⚡
	<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>Fortune Teller</b>	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the <b>RED HERRING</b> ).
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Oracle</b>	Give a finger signal.
	<b>Juggler</b>	Give a finger signal.
	<b>Butler</b>	The Butler chooses a player. ⚡
	<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.