

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Courtier	The Courtier might choose a character. ☹☹
	Devil's Advocate	The Devil's Advocate chooses a living player. ☹
	Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.
	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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ☹ Demon doesn't kill tonight.
	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 ☹☹☹*
	Lord Of Typhon	The Lord of Typhon 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. ☹
	Gossip	If the Gossip is due to kill a player, they die. ☹
	Hatter	If the Hatter died, wake the Minions and Demon: Show them the THIS CHARACTER SELECTED YOU info token, then the Hatter token. Each player may point to another character of the same type as their current character. If a second player would end up with the same character as another player: Shake your head no and gesture for them to choose again. Put them to sleep. Remove the TEA PARTY TONIGHT reminder. Change each player to the character they chose.
	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.
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ☹
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☹
	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.