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.

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. ◎
Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

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. ◎

Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Pukka	The Pukka chooses a player. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Empath	Give a finger signal.
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.

☾	**Dusk**	Check that all eyes are closed. Some Travellers & Fabled act.
⚓	**Sailor**	The Sailor chooses a living player. ◎
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
	Monk	The Monk chooses a player. ◎
⚖	**Devil's Advocate**	The Devil's Advocate chooses a living player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	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. ◎◎

	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. ◎

🗡	**Assassin**	The Assassin might choose a player. ◎◎
	Gossip	If the Gossip is due to kill a player, they die. ◎
	Professor	The Professor might choose a dead player. ◎◎

	Farmer	If the Farmer died tonight:
		    Wake an alive good player.
		    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
		    Replace their previous character token with a Farmer character token.

🔧	**Tinker**	The Tinker might die. ◎
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	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.