

	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 <b>DEAD</b> 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 <b>YOU ARE</b> 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 <b>IS THE DEMON</b> token. Put the chosen player back to sleep. Place the <b>IS THE DEMON</b> token beside them. ☉ Place the <b>DEAD</b> 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 <b>YOU ARE</b> 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.