

	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.