

	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.
	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. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Courtier	The Courtier might choose a character. ☺☺
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ☺ If they shake their head, remove their DRUNK reminder.
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the FEAR reminder. ☺ Declare that "The Fearmonger has chosen a player."
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Butler	The Butler chooses a player. ☺
	Knight	Point to the two players marked KNOW . ☺☺
	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.
	Poisoner	The Poisoner chooses a player. ⚡
	Courtier	The Courtier might choose a character. ⚡⚡
	Innkeeper	The Innkeeper chooses 2 players. ⚡⚡⚡
	Gambler	The Gambler chooses a player & a character. ⚡
	Monk	The Monk chooses a player. ⚡
	Organ Grinder	The Organ Grinder either nods or shakes their head: If they nod their head, mark them with the DRUNK reminder. ⚡ If they shake their head, remove their DRUNK reminder.
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the FEAR reminder: Mark the chosen player with the FEAR reminder. ⚡ Declare that "The Fearmonger has chosen a player."
	Fang Gu	The Fang Gu chooses a player. ⚡ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ⚡
	Vortox	The Vortox 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. ⚡
	Professor	The Professor might choose a dead player. ⚡⚡
	Moonchild	If the Moonchild is due to kill a good player, they die. ⚡
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
	Town Crier	Either nod or shake your head.
	Juggler	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.