	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.

	Lunatic	If there are 7 or more players, wake the Lunatic:
		  Show the **THESE ARE YOUR MINIONS** token. Point to any players.
		  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
		  Put the Lunatic to sleep. Wake the Demon.
		  Show the **YOU ARE** info token and the Demon token.
		  Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

	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. ◎
	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Courtier	The Courtier might choose a character. ◎◎
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'
	Grandmother	Point to the grandchild player & show their character token.
	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. ◎
Courtier	The Courtier might choose a character. ◎◎
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Gambler	The Gambler chooses a player & a character. ◎
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."
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Zombuul	If no one died today, the Zombuul chooses a player. ◎
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
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. ◎◎
Tinker	The Tinker might die. ◎
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.