☾	**Dusk**	Check that all eyes are closed. Some Travellers & Fabled act.
M	**Minion Info**	If there are 7 or more players, wake all Minions: 　Show the **THIS IS THE DEMON** token. Point to the Demon.
D	**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. ◎
∞	**Xaan**	Add the **NIGHT** reminder token that matches the current night. ◎ On the night that equals the number of Outsiders in play when the game began: 　Add the **X** reminder to the Grimoire. ◎ Remove it the following dusk.
⚖	**Devil's Advocate**	The Devil's Advocate chooses a living player. ◎
℧	**Pukka**	The Pukka chooses a player. ◎
♥	**Empath**	Give a finger signal.
👓	**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. ◉
	Xaan	Add the **NIGHT** reminder token that matches the current night. ◉ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◉ Remove it the following dusk.
	Innkeeper	The Innkeeper chooses 2 players. ◉◉◉
	Gambler	The Gambler chooses a player & a character. ◉
	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.
	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.
	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. ◉◉
	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. ◉
	Empath	Give a finger signal.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.