

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Sailor</b>	The Sailor chooses a living player. ☺
	<b>Gambler</b>	The Gambler chooses a player & a character. ☺
	<b>Monk</b>	The Monk chooses a player. ☺
	<b>Devil's Advocate</b>	The Devil's Advocate chooses a living player. ☺
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today, show them the <b>YOU ARE</b> token, then the Demon token.
	<b>Legion</b>	You may decide a player that dies. (Once per living Legion) ☺
	<b>Pukka</b>	The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺
	<b>Shabaloth</b>	A previously chosen player might be resurrected. ☺ The Shabaloth chooses 2 players. ☺☺
	<b>Lil' Monsta</b>	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. ☺
	<b>Assassin</b>	The Assassin might choose a player. ☺☺
	<b>Gossip</b>	If the Gossip is due to kill a player, they die. ☺
	<b>Professor</b>	The Professor might choose a dead player. ☺☺
	<b>Farmer</b>	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.
	<b>Tinker</b>	The Tinker might die. ☺
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Empath</b>	Give a finger signal.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.