

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Monk**

The Monk chooses a player. ☉

**Summoner**

On night two, place the **NIGHT 2** reminder. ☉
 On night three, place the **NIGHT 3** reminder ☉ and wake the Summoner:
 They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
 Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
 Show the **YOU ARE** info token, then give a thumbs down.
 Replace their character token with the Demon token and put the new Demon to sleep.

**Legion**

You may decide a player that dies. (Once per living Legion) ☉

**Lleech**The Lleech chooses a player. Mark them with the **DEAD** token. ☉**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. ☉

**Gossip**

If the Gossip is due to kill a player, they die. ☉

**Plague Doctor**

If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
 Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

**Professor**

The Professor might choose a dead player. ☉☉

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☉

**Butler**

The Butler chooses a player. ☉

**Dawn**

Wait a few seconds. Call for eyes open & immediately say who died.