☾	**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.
🎎	**Marionette**	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
🐾	**Lycanthrope**	Place the **FAUX PAW** reminder ◎ next to a good player.
🍷	**Courtier**	The Courtier might choose a character. ◎◎
🪱	**Harpy**	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
🪝	**Lleech**	The Lleech picks a player. Mark them with the **POISONED** token. ◎
📜	**Steward**	Point to the player marked **KNOW**. ◎
👕	**Washerwoman**	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
🔍	**Investigator**	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
🏮	**Shugenja**	Point your finger horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.
💗	**Empath**	Give a finger signal.
🕯	**Nightwatchman**	If the Nightwatchman points at a player: 　Put the Nightwatchman to sleep. 　Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token. 　Point to the Nightwatchman player. Put the chosen player back to sleep. 　Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎
👠	**Damsel**	Wake each Minion. Show the Damsel token.
☀	**Dawn**	Wait a few seconds. Call for eyes open.

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

Courtier | The Courtier might choose a character. ◎◎

Gambler | The Gambler chooses a player & a character. ◎

Harpy | The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Lycanthrope | The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

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

Vigormortis | The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

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

Professor | The Professor might choose a dead player. ◎◎

Sweetheart | If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎

Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

Empath | Give a finger signal.

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

Nightwatchman | If the Nightwatchman points at a player:
Put the Nightwatchman to sleep.
Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
Point to the Nightwatchman player. Put the chosen player back to sleep.
Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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