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.

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.

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.

Pukka | The Pukka chooses a player. ◎

Pixie | Show the Townsfolk character token marked **MAD**.

Damsel | Wake each Minion. Show the Damsel token.

Investigator | Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Empath | Give a finger signal.

Noble | Point to al three players marked **KNOW**.

Village Idiot | Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◉	
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.	
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.	
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◉ Demon doesn't kill tonight.	
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. ◉◉	
No Dashii	The No Dashii chooses a player. ◉	
Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◉	
Professor	The Professor might choose a dead player. ◉◉	
Damsel	TBD	
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.	
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.	
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.	