

	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.
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to sleep. Mark the Engineer with the NO ABILITY reminder token. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a POISONED reminder. ☺ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ☺
	Washerwoman	Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Chef	Give a finger signal.
	Empath	Give a finger signal.
	Butler	The Butler chooses a player. ☺
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.

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	Engineer	If the Engineer points to a Demon or Minions on their character sheet: Swap all appropriate character tokens with new character tokens. Wake each evil player that changed character, show the YOU ARE info token, then their new character token. Put them to Mark the Engineer with the NO ABILITY reminder token. ☺
	Poisoner	The Poisoner chooses a player. ☺
	Monk	The Monk chooses a player. ☺
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Fang Gu	The Fang Gu chooses a player. ☺ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down. ☺
	No Dashii	The No Dashii chooses a player. ☺
	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.
	Butler	The Butler chooses a player. ☺
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.