FIRST NIGHT

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Kazali	The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token. Wake the player. Show them the **You Are** info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.
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.
Sailor	The Sailor chooses a living player. ◎
Poisoner	The Poisoner chooses a player. ◎
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Pukka	The Pukka chooses a player. ◎
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.
Butler	The Butler chooses a player. ◎
Spy	Show the Grimoire to the Spy for as long as they need.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

OTHER NIGHTS

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

Sailor — The Sailor chooses a living player. ◎

Poisoner — The Poisoner chooses a player. ◎

Monk — The Monk chooses a player. ◎

Imp — The Imp chooses a player. ◎ If the Imp chose themselves:
Replace 1 alive Minion token with a spare Imp token.
Put the old Imp to sleep. Wake the new Imp.
Show the **YOU ARE** token, then show the Imp token.

Pukka — The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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

Kazali — The Kazali chooses a player. ◎

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

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

Butler — The Butler chooses a player. ◎

Spy — Show the Grimoire to the Spy for as long as they need.

Chambermaid — The Chambermaid chooses 2 living players. Give a finger signal.

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