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.
Lunatic	If there are 7 or more players, wake the Lunatic:
	Show the **THESE ARE YOUR MINIONS** token. Point to any players.
	Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
	Put the Lunatic to sleep. Wake the Demon.
	Show the **YOU ARE** info token and the Demon token.
	Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
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. ◎
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. ◎
Godfather	Show the character tokens of all in-play Outsiders.
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.
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. ◎
Balloonist	Point to a player (alive or dead).
	Place the SEEN token next to the shown 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.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ◎
	Monk	The Monk chooses a player. ◎
	Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).

	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. ◎
	Godfather	If an Outsider died today, the Godfather 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.
	Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
	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.