	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.

	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.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Butler	The Butler chooses a player. ◎
	Grandmother	Point to the grandchild player & show their character token.
	Clockmaker	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Knight	Point to the two players marked **KNOW**. ◎◎
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	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.

	No Dashii	The No Dashii chooses a player. ◉

	Al-Hadikhia	The Al-Hadikhia points at three players:
		    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
		    Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
		    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
		    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
		    If all three are alive (none have a shroud), add a shroud to all three.

	Kazali	The Kazali chooses a player. ◉
	Assassin	The Assassin might choose a player. ◉◉
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

	Farmer	If the Farmer died tonight:
		    Wake an alive good player.
		    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
		    Replace their previous character token with a Farmer character token.

	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◉
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Butler	The Butler chooses a player. ◉
	Spy	Show the Grimoire to the Spy for as long as they need.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.