	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.
	Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◎
	Poisoner	The Poisoner chooses a player. ◎
	Witch	The Witch chooses a player. ◎
	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.
	Empath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Butler	The Butler chooses a player. ◎
	Clockmaker	Give a finger signal.
	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.
Poisoner		The Poisoner chooses a player. ◎
Monk		The Monk chooses a player. ◎
Witch		The Witch chooses a player. ◎
Scarlet Woman		If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
Lycanthrope		The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Zombuul		If no one died today, the Zombuul chooses a player. ◎
Pukka		The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
Lleech		The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Kazali		The Kazali chooses a player. ◎
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.
Empath		Give a finger signal.
Fortune Teller		The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
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.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.