	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
	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.
	Lil' Monsta	Instead of the normal Minion Info and Demon Info steps, do the following: Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player: Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token. Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
	Poisoner	The Poisoner chooses a player. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
	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. ◎
	Grandmother	Point to the grandchild player & show their character token.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.

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

Philosopher — The Philosopher might choose a character. If necessary, swap their character 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.

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.

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

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
  Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
  Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎
Place the **DEAD** token beside any living player. ◎

Yaggababble — For each time the Yaggababble publicly said their phrase:
  You may place a **DEAD** token next to a living player. ◎

Godfather — If an Outsider died today, the Godfather chooses a player. ◎

Grandmother — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

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

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Butler — The Butler chooses a player. ◎

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

Mathematician — Give a finger signal.

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