

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ⚡
	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.
	Devil's Advocate	The Devil's Advocate chooses a living player. ⚡
	Pukka	The Pukka chooses a player. ⚡
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
	Chef	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. ⚡
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ⚡
	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.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. Ⓛ
	Devil's Advocate	The Devil's Advocate chooses a living player. Ⓛ
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
	Exorcist	The Exorcist chooses a player. Ⓛ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.
	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. Ⓛ
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. Ⓛ or Ⓛ⠁*
	Vortox	The Vortox chooses a player. Ⓛ
	Assassin	The Assassin might choose a player. Ⓛ⠁
	Tinker	The Tinker might die. Ⓛ
	Moonchild	If the Moonchild is due to kill a good player, they die. Ⓛ
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	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.
	Oracle	Give a finger signal.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. Ⓛ
	Juggler	Give a finger signal.
	Butler	The Butler chooses a player. Ⓛ
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.