

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Kazali	<p>The Kazali points at a player and a Minion on the character sheet.</p> <p>Replace their old character token with the Minion token. Wake the player.</p> <p>Show them the You Are info token then the Minion character token, and give a thumbs down.</p> <p>Repeat until the normal number of Minions exist.</p> <p>Put the Kazali to sleep.</p>
	Poppy Grower	<p>Wake the Demon.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p> <p>Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.</p>
	Yaggababble	<p>Write a phrase down so that the Yaggababble can read it.</p> <p>Show the Yaggababble the phrase.</p>
	Minion Info	<p>If there are 7 or more players, wake all Minions:</p> <p>Show the THIS IS THE DEMON token. Point to the Demon.</p>
	Snitch	<p>Repeat the following process for each Minion:</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Demon Info	<p>If there are 7 or more players, wake the Demon:</p> <p>Show the THESE ARE YOUR MINIONS token. Point to all Minions.</p> <p>Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.</p>
	Widow	<p>Show the Grimoire for as long as the Widow needs.</p> <p>The Widow picks a player. Mark that player with a POISONED reminder. ⚡ Put the Widow to sleep.</p> <p>Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the KNOWS reminder. ⚡</p>
	Cerenovus	<p>The Cerenovus chooses a player & a character. ⚡ Put the Cerenovus to sleep. Wake the target.</p> <p>Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token</p>
	Pukka	<p>The Pukka chooses a player. ⚡</p>
	Washerwoman	<p>Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.</p>
	Empath	<p>Give a finger signal.</p>
	Fortune Teller	<p>The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).</p>
	Knight	<p>Point to the two players marked KNOW. ⚡⚡</p>
	Village Idiot	<p>Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.</p> <p>Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.</p>
	Dawn	<p>Wait a few seconds. Call for eyes open.</p>

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the EVIL WAKES reminder: Show the THIS IS THE DEMON info token, then point to the Demon. Put the Minions to sleep. Wake the Demon. Show the THESE ARE YOUR MINIONS info token, then point to the Minions. Put the Demon to sleep.
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Gambler	The Gambler chooses a player & a character. ◎
	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character 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.
	Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the DEAD reminder. ◎ Demon doesn't kill tonight.
	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a DEAD token next to a living player. ◎
	Kazali	The Kazali chooses a player. ◎
	Assassin	The Assassin might choose a player. ◎◎
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's 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.
	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.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.