

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Poisoner</b>	The Poisoner chooses a player. ⚡
	<b>Monk</b>	The Monk chooses a player. ⚡
	<b>Imp</b>	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 <b>YOU ARE</b> token, then show the Imp token.
	<b>Pukka</b>	The Pukka chooses a player. ⚡ The previously poisoned player dies then becomes healthy. ⚡
	<b>Leech</b>	The Leechee chooses a player. Mark them with the <b>DEAD</b> token. ⚡
	<b>Yaggababble</b>	For each time the Yaggababble publicly said their phrase: You may place a <b>DEAD</b> token next to a living player. ⚡
	<b>Godfather</b>	If an Outsider died today, the Godfather chooses a player. ⚡
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Empath</b>	Give a finger signal.
	<b>Undertaker</b>	If a player was executed today, show their character token.
	<b>Butler</b>	The Butler chooses a player. ⚡
	<b>Spy</b>	Show the Grimoire to the Spy for as long as they need.
	<b>Chambermaid</b>	The Chambermaid chooses 2 living players. Give a finger signal.
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.