Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

Lunatic	If there are 7 or more players, wake the Lunatic:
	    Show the **THESE ARE YOUR MINIONS** token. Point to any players.
	    Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.
	    Put the Lunatic to sleep. Wake the Demon.
	    Show the **YOU ARE** info token and the Demon token.
	    Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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. ◎
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎
Washerwoman	Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.
Investigator	Show the Minion character token. Point to both the **MINION** 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. ◎
Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
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.
Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
Monk	The Monk chooses a player. ◎
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token &point to them, then their target(s).
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
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**).
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
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.