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

	Kazali	The Kazali points at a player and a Minion on the character sheet.
		    Replace their old character token with the Minion token. Wake the player.
		    Show them the **You Are** info token then the Minion character token, and give a thumbs down.
		    Repeat until the normal number of Minions exist.
		    Put the Kazali to sleep.

	Boffin	Wake the Boffin and the Demon.
		    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
		    Place this second character token by the Demon 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.

	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. ◎

	Godfather	Show the character tokens of all in-play Outsiders.
	Pukka	The Pukka chooses a player. ◎
	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.
	Empath	Give a finger signal.
	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.
	Spy	Show the Grimoire to the Spy for as long as they need.
	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Monk	The Monk chooses a player. ◎
Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎

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. ◎

Kazali	The Kazali chooses a player. ◎
Godfather	If an Outsider died today, the Godfather chooses 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**).
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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.