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.

Lleech	The Lleech picks a player. Mark them with the **POISONED** token. ◉
Xaan	Add the **NIGHT** reminder token that matches the current night. ◉ On the night that equals the number of Outsiders in play when the game began: Add the **X** reminder to the Grimoire. ◉ Remove it the following dusk.
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.
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**).
Butler	The Butler chooses a player. ◉

Nightwatchman	If the Nightwatchman points at a player:
	    Put the Nightwatchman to sleep.
	    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
	    Point to the Nightwatchman player. Put the chosen player back to sleep.
	    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◉

Spy	Show the Grimoire to the Spy for as long as they need.
Dawn	Wait a few seconds. Call for eyes open.