	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.

	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.

	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
	Empath	Give a finger signal.
	Grandmother	Point to the grandchild player & show their character token.
	Clockmaker	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Gambler	The Gambler chooses a player & a character. ◎
Monk	The Monk chooses a player. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon 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.
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Vortox	The Vortox chooses a player. ◎
Kazali	The Kazali chooses a player. ◎
Moonchild	If the Moonchild is due to kill a good player, they die. ◎
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
Undertaker	If a player was executed today, show their character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.