	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
2	Monk	The Monk chooses a player. ◎
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.
V	Imp	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 YOU ARE token, then show the Imp token.
*	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ⊚ or ⊚⊚(*
>	Vigormortis	The Vigormortis chooses a player. ⊚ If that player is a Minion, poison a neighboring Townsfolk. ⊚⊚
***	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.
1	Assassin	The Assassin might choose a player. ❷❷
ألم	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Y	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token. Publicly announce that the Banshee died.
1	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
3	E mpath	Give a finger signal.
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).
6	Undertaker	If a player was executed today, show their character token.
4	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.
1	Butler	The Butler chooses a player. ⊚
4	Spy	Show the Grimoire to the Spy for as long as they need.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.