Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎	
Monk	The Monk chooses a player. ◎	

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.	

Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎	
Damsel	TBD	
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.	
Undertaker	If a player was executed today, show their character token.	
Flowergirl	Either nod or shake your head.	

Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
	    Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
	    Put the Cult Leader back to sleep.
	    Turn the Cult Leader token upside-down. (This shows their alignment.)	

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.	
Leviathan	Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎	