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

Philosopher | The Philosopher might choose a character. If necessary, swap their character token. ◎

Poisoner | The Poisoner chooses a player. ◎

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.

Lunatic | Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token &point to them, then their target(s).

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.

Al-Hadikhia | The Al-Hadikhia points at three players:
    Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
    Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
    Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
    Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
    If all three are alive (none have a shroud), add a shroud to all three.

Plague Doctor | If the Plague Doctor died, place a Minion character token in the center of the Grimoire.
    Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.

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.

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. ◎