	Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
	Minion info	Show Minions each other and the Demon.
	Demon info	Show the Demon their Minions, then 3 bluffs.
	Pukka	Pukka poisons a player. ●
	Librarian	Reveal an Outsider & 2 players, OR indicate 0.
	Investigator	Reveal a Minion & 2 players.
	Chef	Indicate the number of evil pairs.
	Butler	Butler chooses a Master. ●
	Spy	Show the Spy the Grimoire.
	Chambermaid	Chambermaid chooses 2 players; indicate how many acted tonight.
	Dawn	Wake all players up.

Gentle Night

	Dusk	Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
	Acrobat	Acrobat chooses a player; dies if target is drunk or poisoned.
	Scarlet Woman	If the Scarlet Woman became the Demon, let them know.
	Imp	The Imp kills a player; if themselves, a Minion becomes the Imp; let them know.
	Pukka	Previously poisoned player dies. Pukka poisons a player. ●
	Sweetheart	If dead, a player becomes drunk.
	Sage	If died tonight, indicate 2 players, 1 being the Demon.
	Undertaker	Reveal the player executed today.
	Town Crier	Indicate if a Minion nominated.
	Oracle	Indicate how many dead players are evil.
	Juggler	Indicate how many guesses were correct.
	Butler	Butler chooses a Master. ●
	Spy	Show the Spy the Grimoire.
	Chambermaid	Chambermaid chooses 2 players; indicate how many acted tonight.
	Dawn	Wake all players up. Announce the night's results.

Gentle Night