



- Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
- Kazali** Kazali chooses players to be Minions; let them know.
- Alchemist** Reveal to Alchemist their Minion ability.
- Magician** In Minion and Demon info, reveal the Magician.
- Minion info** Show Minions each other and the Demon.
- Demon info** Show the Demon their Minions, then 3 bluffs.
- Courtier** Courtier may choose a character to become drunk. ●
- Evil Twin** Wake both twins together; reveal each other's character. ●
- Pukka** Pukka poisons a player. ●
- Chef** Indicate the number of evil pairs.
- Empath** Indicate how many neighbours are evil.
- Balloonist** Incidate a player. ●
- Dawn** Wake all players up.

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- Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
- Courtier** Update night marker. Otherwise the Courtier might make a character drunk. ●
- Scarlet Woman** If the Scarlet Woman became the Demon, let them know.
- Zombuul** If no one died today: Zombuul kills a player.
- Pukka** Previously poisoned player dies. Pukka poisons a player. ●
- No Dashii** No Dashii kills a player.
- Kazali** Kazali kills a player.
- Hatter** If dead: Demons & Minions can change characters.
- Banshee** If killed by the Demon: reveal the Banshee publicly; give them their ability.
- Farmer** If died tonight, a good player becomes a Farmer; let them know.
- Empath** Indicate how many neighbours are evil.
- Undertaker** Reveal the player executed today.
- Flowergirl** Indicate if the Demon voted.
- Balloonist** Incidate a player different to the one shown last night. ●
- Dawn** Wake all players up. Announce the night's results.

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