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| **Dusk** | **|** | Start the night. |
| **Investigator** | **|** | Show the Minion character token. Point to both the MINION and WRONG players. |
| **Empath** | **|** | Give a finger signal. |
| **Clockmaker** | **|** | Give a finger signal. |
| **Chambermaid** | **|** | The Chambermaid chooses 2 living players. Give a finger signal. |
| **Dawn** | **|** | Wait for a few seconds. End the Night Phase. |

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| **Dusk** | **|** | Start the night. |
| **Scarlet Woman** | **|** | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon Character token. |
| **Imp** | **|** | The Imp chooses a player. âš« 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. |
| **Sage** | **|** | If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon. |
| **Empath** | **|** | Give a finger signal. |
| **Chambermaid** | **|** | The Chambermaid chooses 2 living players. Give a finger signal. |
| **Dawn** | **|** | Wait for a few seconds. End the Night Phase. |