Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Poppy Grower	Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and Demon Info steps.	
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.	
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.	
Witch	The Witch chooses a player. ◎	
Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."	
Pixie	Show the Townsfolk character token marked **MAD**.	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Clockmaker	Give a finger signal.	
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.	
Mathematician	Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open.	

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Cannibal	The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.
	Pixie	If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

	Poppy Grower	If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
		    Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
		    Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

	Witch	The Witch chooses a player. ◎
	Fearmonger	The Fearmonger picks a player. If they chose a player who wasn't already marked with the **FEAR** reminder: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
	Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

	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.

	No Dashii	The No Dashii chooses a player. ◎
	Vortox	The Vortox chooses a player. ◎
	Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

	Hatter	If the Hatter died, wake the Minions and Demon:
		    Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
		    Each player may point to another character of the same type as their current character.
		    If a second player would end up with the same character as another player:
		        Shake your head no and gesture for them to choose again.
		    Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
		    Change each player to the character they chose.

	Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎
	Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.

	Farmer	If the Farmer died tonight:
		    Wake an alive good player.
		    Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
		    Replace their previous character token with a Farmer character token.

	Moonchild	If the Moonchild is due to kill a good player, they die. ◎
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Flowergirl	Either nod or shake your head.
	Juggler	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.