	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎
	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.

	Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
		    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
		    Put the old Snake Charmer to sleep. Wake the old Demon.
		    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

	Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
	Fearmonger	The Fearmonger picks a player: Mark the chosen player with the **FEAR** reminder. ◎ Declare that "The Fearmonger has chosen a player."
	Clockmaker	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
	Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher	The Philosopher might choose a character. If necessary, swap their character token. ◎

Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon:
	    Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens.
	    Put the old Snake Charmer to sleep. Wake the old Demon.
	    Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ◎

Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
Pit-Hag	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.
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."

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.

Zombuul	If no one died today, the Zombuul chooses a player. ◎
No Dashii	The No Dashii chooses a player. ◎
Vortox	The Vortox chooses a player. ◎
Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Tinker	The Tinker might die. ◎
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Flowergirl	Either nod or shake your head.
Town Crier	Either nod or shake your head.
Oracle	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
Juggler	Give a finger signal.
Balloonist	Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.