	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.
	Summoner	Place the **NIGHT 1** reminder. ◎ Show the Summoner 3 not-in-play characters as bluffs.

	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. ◎

	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."
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Noble	Point to al three players marked **KNOW**.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	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.
	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
	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."

	Summoner	On night two, place the **NIGHT 2** reminder. ◎
		On night three, place the **NIGHT 3** reminder ◎ and wake the Summoner:
		  They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep.
		  Wake the chosen player. Show the **YOU ARE** info token, then the Demon token.
		  Show the **YOU ARE** info token, then give a thumbs down.
		  Replace their character token with the Demon token and put the new Demon to sleep.

	Zombuul	If no one died today, the Zombuul chooses a player. ◎

	Fang Gu	The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):
		  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
		  Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

	No Dashii	The No Dashii chooses a player. ◎
	Gossip	If the Gossip is due to kill a player, they die. ◎
	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. ◎
	Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Town Crier	Either nod or shake your head.
	Oracle	Give a finger signal.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.