	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.
	Snitch	Repeat the following process for each Minion: 　Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	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.
	Sailor	The Sailor chooses a living player. ◎
	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.
	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. ◎
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
	Empath	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Knight	Point to the two players marked **KNOW**. ◎◎
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
	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. ◉
Sailor	The Sailor chooses a living player. ◉
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. ◉
Monk	The Monk chooses a player. ◉
Devil's Advocate	The Devil's Advocate chooses a living player. ◉
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.
Exorcist	The Exorcist chooses a player. ◉ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◉ Demon doesn't kill tonight.
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◉ or ◉◉(*
Vigormortis	The Vigormortis chooses a player. ◉ If that player is a Minion, poison a neighboring Townsfolk. ◉◉
Ojo	The Ojo points to a role. If a player has that role, they die. ◉ If the role is out of play, the Storyteller chooses any number of players that die. ◉
Al-Hadikhia	The Al-Hadikhia points at three players: Mark these players with the **1, 2, & 3** reminders, in the chosen order. Put the Al-Hadikhia to sleep. Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player. Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2 & 3**. Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die. If all three are alive (none have a shroud), add a shroud to all three.
Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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. ◉
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.