Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	

Boffin
Wake the Boffin and the Demon.
    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
    Place this second character token by the Demon character token.

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.

Witch
The Witch chooses a player. ◎

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

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

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. ◎

Noble
Point to al three players marked **KNOW**.

Chambermaid
The Chambermaid chooses 2 living players. Give a finger signal.

Dawn
Wait a few seconds. Call for eyes open.

Leviathan
Mark the Leviathan with the **DAY 1** reminder. ◎

Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher		The Philosopher might choose a character. If necessary, swap their character token. ◎
Gambler		The Gambler chooses a player & a character. ◎
Acrobat		The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
Witch		The Witch chooses a player. ◎
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

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.

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.

Vortox		The Vortox chooses a player. ◎
Vigormortis		The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎
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. fI 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.
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.
Oracle		Give a finger signal.
Seamstress		The Seamstress might choose 2 players. Nod or shake your head. ◎
Chambermaid		The Chambermaid chooses 2 living players. Give a finger signal.
Dawn		Wait a few seconds. Call for eyes open & immediately say who died.
Leviathan		Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎