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

Kazali — The Kazali points at a player and a Minion on the character sheet.
Replace their old character token with the Minion token. Wake the player.
Show them the **You Are** info token then the Minion character token, and give a thumbs down.
Repeat until the normal number of Minions exist.
Put the Kazali to sleep.

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.

Sailor — The Sailor chooses a living player. ◎

Preacher — The Preacher chooses a player. If they choose a Minion:
Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Lleech — The Lleech picks a player. Mark them with the **POISONED** 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. ◎

Evil Twin — Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Fearmonger — The Fearmonger picks a player:
Mark the chosen player with the **FEAR** reminder. ◎ Declare that 'The Fearmonger has chosen a player.'

Butler — The Butler chooses a player. ◎

Grandmother — Point to the grandchild player & show their character token.

Ogre — The Ogre points to a player:
If the player is evil, flip the Ogre's token upside down.

Chambermaid — The Chambermaid chooses 2 living players. 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. ◎

Preacher	The Preacher chooses a player. If they choose a Minion:
	    Put a **PREACHED** reminder token next to that Minion. Wake the chosen Minion.
	    Show them the **THIS CHARACTER SELECTED YOU** card & the Preacher token. Put the Minion back to sleep.

Gambler	The Gambler chooses a player & a character. ◎

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. ◎

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."
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Shabaloth	A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
Lleech	The Lleech chooses a player. Mark them with the **DEAD** token. ◎
Kazali	The Kazali chooses a player. ◎
Gossip	If the Gossip is due to kill a player, they die. ◎
Sweetheart	If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎
Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.

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.

Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Flowergirl	Either nod or shake your head.
Butler	The Butler chooses a player. ◎
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.