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. ◎	
Yaggababble	For each time the Yaggababble publicly said their phrase: You may place a **DEAD** token next to a living player. ◎	
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.	

Huntsman	If the Huntsman points to a player:
	    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
	    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
	    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.	

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.	

Flowergirl	Either nod or shake your head.	
Juggler	Give a finger signal.	
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.	