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.	
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. ◎	
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	
Mezepheles	Show a single word on a piece of paper, phone, or other device.	
Pukka	The Pukka chooses a 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.	
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open.	
Vizier	Declare that the Vizier is in play, and which player it is.	

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◉
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◉

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

Mezepheles	If a player is marked with the **TURNS EVIL** reminder:
	    Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
	    Turn their character token upside down. (This shows they are now evil.)
	    Mark the Mezepheles with the **NO ABILITY** reminder. ◉

Zombuul	If no one died today, the Zombuul chooses a player. ◉
Pukka	The Pukka chooses a player. ◉ The previously poisoned player dies then becomes healthy. ◉
Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◉ or ◉◉(*

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. ◉

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. ◉
Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◉ Publicly announce that the Banshee died.
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.
Town Crier	Either nod or shake your head.
Oracle	Give a finger signal.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.