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.

Alchemist — Show the **YOU ARE** info token then the character token of a not-in-play Minion. Put the Alchemist to sleep.
  Mark the Alchemist with the **IS THE ALCHEMIST** token. ◉ Swap the Alchemist token with this Minion token.
  Turn the Minion token upside-down. (This shows they are still good.).

Poppy Grower — Wake the Demon.
  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and De

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.

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.

Lycanthrope — Place the **FAUX PAW** reminder ◉ next to a good player.

Clockmaker — Give a finger signal.

Balloonist — Point to a player (alive or dead).
  Place the SEEN token next to the shown player. ◉

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
  Put the Cult Leader back to sleep.
  Turn the Cult Leader token upside-down. (This shows their alignment.)

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.

Butler — The Butler chooses a player. ◉

Mathematician — 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.

Poppy Grower

If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
  Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
  Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

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.

Lycanthrope

The Lycanthrope points to a player. If the chosen player is good:
  Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

Zombuul

If no one died today, the Zombuul chooses a player. ◎

Vigormortis

The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎

Legion

You may decide a player that dies. (Once per living Legion) ◎

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. ◎

Cult Leader

The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
  Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
  Put the Cult Leader back to sleep.
  Turn the Cult Leader token upside-down. (This shows their alignment.)

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.

Butler

The Butler chooses a player. ◎

Mathematician

Give a finger signal.

Dawn

Wait a few seconds. Call for eyes open & immediately say who died.