

	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 Demon Info steps.
	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.
	Leech	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.
	Pukka	The Pukka chooses a player.
	Damsel	Wake each Minion. Show the Damsel token.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head.
	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.)
	Dawn	Wait a few seconds. Call for eyes open.

	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.
	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. ☺
	Monk	The Monk chooses 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.
	Pukka	The Pukka chooses a player. ☺ The previously poisoned player dies then becomes healthy. ☺
	Vortox	The Vortox chooses a player. ☺
	Leech	The Leechech chooses a player. Mark them with the DEAD token. ☺
	Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ☺
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Damsel	TBD
	Undertaker	If a player was executed today, show their character token.
	Flowergirl	Either nod or shake your head.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ☺
	Juggler	Give a finger signal.
	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.)
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.