	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Philosopher	The Philosopher might choose a character. If necessary, swap their character 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. ◎

	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Witch	The Witch chooses a player. ◎
	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
	Zombuul	If no one died today, the Zombuul chooses a player. ◎
	Po	The Po may choose a player OR chooses 3 players fi they chose no-one last night. ◎ or ◎◎(*
	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
	Gossip	If the Gossip is due to kill a player, they die. ◎

	Hatter	If the Hatter died, wake the Minions and Demon:
		    Show them the **THIS CHARACTER SELECTED YOU** info token, then the Hatter token.
		    Each player may point to another character of the same type as their current character.
		    If a second player would end up with the same character as another player:
		        Shake your head no and gesture for them to choose again.
		    Put them to sleep. Remove the **TEA PARTY TONIGHT** reminder.
		    Change each player to the character they chose.

	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire. Mark this with the **STORYTELLER ABILITY** reminder. If applicable, add a token to the night sheet.
	Banshee	If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◎ Publicly announce that the Banshee died.
	Choirboy	If the Demon killed the King, wake the Choirboy. Point to the Demon player.
	Tinker	The Tinker might die. ◎
	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.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◎
	Mathematician	Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.
	Leviathan	Mark the Leviathan with either the **DAY 2**, **DAY 3**, **DAY 4**, or **DAY 5** reminder. ◎