

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. ☺
	<b>Minion Info</b>	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
	<b>Demon Info</b>	If there are 7 or more players, wake the Demon: Show the <b>THESE ARE YOUR MINIONS</b> token. Point to all Minions. Show the <b>THESE CHARACTERS ARE NOT IN PLAY</b> token. Show 3 not-in-play good character tokens.
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & 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 <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. ☺
	<b>Evil Twin</b>	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
	<b>Witch</b>	The Witch chooses a player. ☺
	<b>Harpy</b>	The Harpy chooses a player ☺ & then another player. ☺ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Investigator</b>	Show the Minion character token. Point to both the <b>MINION</b> and <b>WRONG</b> players.
	<b>Clockmaker</b>	Give a finger signal.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. ☺
	<b>Dawn</b>	Wait a few seconds. Call for eyes open.

	<b>Dusk</b>	Check that all eyes are closed. Some Travellers & Fabled act.
	<b>Philosopher</b>	The Philosopher might choose a character. If necessary, swap their character token. Ⓛ
	<b>Gambler</b>	The Gambler chooses a player & a character. Ⓛ
	<b>Acrobat</b>	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the DEAD reminder. Ⓛ
	<b>Snake Charmer</b>	The Snake Charmer chooses a player. If they chose the Demon: Show the <b>YOU ARE</b> & 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 <b>YOU ARE</b> and Snake Charmer tokens & give a thumbs up. Ⓛ
	<b>Witch</b>	The Witch chooses a player. Ⓛ
	<b>Pit-Hag</b>	The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the <b>YOU ARE</b> token & their new character token.
	<b>Harpy</b>	The Harpy chooses a player Ⓛ & then another player. Ⓛ Put the Harpy to sleep. Wake the first target. Show the <b>THIS CHARACTER SELECTED YOU</b> token, the Harpy token, then point to the second target.
	<b>Zombuul</b>	If no one died today, the Zombuul chooses a player. Ⓛ
	<b>Fang Gu</b>	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 <b>YOU ARE</b> and Fang Gu tokens & give a thumbs-down. Ⓛ
	<b>No Dashii</b>	The No Dashii chooses a player. Ⓛ
	<b>Vortox</b>	The Vortox chooses a player. Ⓛ
	<b>Barber</b>	If the Barber died today or tonight, show the Demon the <b>THIS CHARACTER SELECTED YOU</b> & Barber tokens If the Demon chose 2 players, wake one at a time. Show the <b>YOU ARE</b> token & their new character token.
	<b>Sweetheart</b>	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. Ⓛ
	<b>Moonchild</b>	If the Moonchild is due to kill a good player, they die. Ⓛ
	<b>Ravenkeeper</b>	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	<b>Flowergirl</b>	Either nod or shake your head.
	<b>Oracle</b>	Give a finger signal.
	<b>Seamstress</b>	The Seamstress might choose 2 players. Nod or shake your head. Ⓛ
	<b>Dawn</b>	Wait a few seconds. Call for eyes open & immediately say who died.