Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
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. ◎
Widow	Show the Grimoire for as long as the Widow needs. The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep. Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** 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. ◎

Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Grandmother	Point to the grandchild player & show their character token.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.	
Sailor	The Sailor chooses a living player. ◎	
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎	
Gambler	The Gambler chooses a player & a character. ◎	

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. ◎	
Pit-Hag	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 **YOU ARE** token & their new character token.	

Imp	The Imp chooses a player. ◎ If the Imp chose themselves:
	    Replace 1 alive Minion token with a spare Imp token.
	    Put the old Imp to sleep. Wake the new Imp.
	    Show the **YOU ARE** token, then show the Imp token.	

Zombuul	If no one died today, the Zombuul chooses a player. ◎	
No Dashii	The No Dashii chooses a player. ◎	
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighboring Townsfolk. ◎◎	
Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◎	
Professor	The Professor might choose a dead player. ◎◎	
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎	
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).	
Undertaker	If a player was executed today, show their character token.	
Juggler	Give a finger signal.	
Mathematician	Give a finger signal.	
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.	