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

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. ◎

Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin &vice versa.
Witch	The Witch chooses a player. ◎
Harpy	The Harpy chooses a player ◎ & then another player. ◎ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Chef	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
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.

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. ◉

Witch	The Witch chooses a 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.
Harpy	The Harpy chooses a player ◉ & then another player. ◉ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.
Legion	You may decide a player that dies. (Once per living Legion) ◉

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. ◉
Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
Sweetheart	If the Sweetheart died, a player became drunk immediately. fI you haven't done this yet, do so now. ◉
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Flowergirl	Either nod or shake your head.
Oracle	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ◉
Juggler	Give a finger signal.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.