Dusk		Check that all eyes are closed. Some Travellers & Fabled act.
Philosopher		The Philosopher might choose a character. If necessary, swap their 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.).
Minion Info		If there are 7 or more players, wake all Minions: 　Show the **THIS IS THE DEMON** token. Point to the Demon.
Lunatic		If there are 7 or more players, wake the Lunatic: 　Show the **THESE ARE YOUR MINIONS** token. Point to any players. 　Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. 　Put the Lunatic to sleep. Wake the Demon. 　Show the **YOU ARE** info token and the Demon token. 　Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
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.
Poisoner		The Poisoner chooses a player. ◎
Courtier		The Courtier might choose 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. ◎
Godfather		Show the character tokens of all in-play Outsiders.
Devil's Advocate		The Devil's Advocate chooses a living player. ◎
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. ◎
Bounty Hunter		Wake any player with a Townsfolk character: 　Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep. 　Turn their token upside-down. (This shows they are evil.) Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎
Dawn		Wait a few seconds. Call for eyes open.