☾	**Dusk**	Check that all eyes are closed. Some Travellers & Fabled act.

🐂	**Lord Of Typhon**	Wake the appropriate number of players directly clockwise and counter-clockwise from the Lord of Typhon:
		   Show each of these players a unique Minion token, and give a thumbs down.
		   Replace these players' good character tokens with these Minion tokens and put these players to sleep.
		   Then, do the Minion Info and Demon Info steps as normal.

🌀	**Kazali**	The Kazali points at a player and a Minion on the character sheet.
		   Replace their old character token with the Minion token. Wake the player.
		   Show them the **You Are** info token then the Minion character token, and give a thumbs down.
		   Repeat until the normal number of Minions exist.
		   Put the Kazali to sleep.

	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.).
	Poppy Grower	Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens. Put the Demon to sleep. Do not do the Minion Info and De

	Magician	If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
		   Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
		   Put the Minions to sleep. Wake the Demon.
		   Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.
		   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

𝔐	**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.

𝔇	**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.

	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

🐍	**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.
🪶	**Mezepheles**	Show a single word on a piece of paper, phone, or other device.
👁	**Fortune Teller**	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
🎈	**Balloonist**	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎

👓	**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. ◎

	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
		   Wake the Cult Leader, show them the **YOU ARE** token, & either a thumbs down (if evil) or thumbs up (if good).
		   Put the Cult Leader back to sleep.
		   Turn the Cult Leader token upside-down. (This shows their alignment.)

	Ogre	The Ogre points to a player: If the player is evil, flip the Ogre's token upside down.
☀	**Dawn**	Wait a few seconds. Call for eyes open.

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Poppy Grower — If the Poppy Grower died today or tonight, & is marked with the **EVIL WAKES** reminder:
Show the **THIS IS THE DEMON** info token, then point to the Demon. Put the Minions to sleep.
Wake the Demon. Show the **THESE ARE YOUR MINIONS** info token, then point to the Minions. Put the Demon to sleep.

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. ◎

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.

Mezepheles — If a player is marked with the **TURNS EVIL** reminder:
Wake them. Show the **YOU ARE** info token then give a thumbs down. Put them to sleep.
Turn their character token upside down. (This shows they are now evil.)
Mark the Mezepheles with the **NO ABILITY** reminder. ◎

Lunatic — Do whatever needs to be done to simulate the Demon acting.
Put the Lunatic to sleep. Wake the Demon.
Show the Lunatic token &point to them, then their target(s).

Lycanthrope — The Lycanthrope points to a player. If the chosen player is good:
Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.

Fang Gu — 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 **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

Lord Of Typhon — The Lord of Typhon chooses a player. ◎

Kazali — The Kazali chooses a player. ◎

Farmer — If the Farmer died tonight:
Wake an alive good player.
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.
Replace their previous character token with a Farmer character token.

Fortune Teller — The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

Balloonist — Point to a player (alive or dead) with a different role type from the player with the SEEN token.
Place the SEEN token next to the shown player. ◎

Bounty Hunter — If the player with the **SEEN** token died today or tonight, point to an evil player.
Move the **SEEN** token to the shown player. ◎

Cult Leader — The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed:
Wake the Cult Leader, show them the **YOU ARE** token, &either a thumbs down (if evil) or thumbs up (if good).
Put the Cult Leader back to sleep.
Turn the Cult Leader token upside-down. (This shows their alignment.)

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.