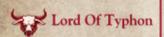**Dusk** — Check that all eyes are closed. Some Travellers & Fabled act.

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.

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 al Minions &the Magician.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
Swap all appropriate character tokens with new character tokens.
Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
Mark the Engineer with the **NO ABILITY** reminder token. ◎

Wizard — Run the Wizard's ability, if applicable.

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. ◎

Pukka — The Pukka chooses a player. ◎

Washerwoman — Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

Chef — Give a finger signal.

Grandmother — Point to the grandchild player & show their character token.

Dawn — Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Engineer	If the Engineer points to a Demon or Minions on their character sheet: 　Swap all appropriate character tokens with new character tokens. 　Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to 　Mark the Engineer with the **NO ABILITY** reminder token. ◎
	Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
	Wizard	Run the Wizard's ability, if applicable.
	Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** 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. ◎
	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.
	Legion	You may decide a player that dies. (Once per living Legion) ◎
	Pukka	The Pukka chooses a player. ◎ The previously poisoned player dies then becomes healthy. ◎
	Lord Of Typhon	The Lord of Typhon chooses a player. ◎
	Kazali	The Kazali chooses a player. ◎
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	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.
	Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.