	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.

	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.

	Sailor	The Sailor chooses a living player. ◎
	Marionette	Wake the Demon. Point to the player marked **IS THE MARIONETTE** & show the Marionette character token. Put the Demon to sleep.

	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. ◎

	Lleech	The Lleech picks a player. Mark them with the **POISONED** 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. ◎

	Cerenovus	The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token
	Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

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

Sailor — The Sailor chooses a living player. ◎

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. ◎◎◎

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. ◎

Cerenovus — The Cerenovus chooses a player & a character. ◎ Put the Cerenovus to sleep. Wake the target.
Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token

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).

Legion — You may decide a player that dies. (Once per living Legion) ◎

Shabaloth — A previously chosen player might be resurrected. ◎ The Shabaloth chooses 2 players. ◎◎

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

Lleech — The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Sweetheart — If the Sweetheart died, a player became drunk immediately. fl you haven't done this yet, do so now. ◎

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**).

Juggler — Give a finger signal.

Village Idiot — Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.
Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

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