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.

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.

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

Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ◎

Boffin
Wake the Boffin and the Demon.
    Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
    Place this second character token by the Demon character token.

Lil' Monsta
Instead of the normal Minion Info and Demon Info steps, do the following:
    Wake all Minions. Show the **THESE ARE YOUR MINIONS** token. The minions pick a player:
        Put the minions back to sleep. Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
        Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◎

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.

Minion Info
If there are 7 or more players, wake all Minions:
    Show the **THIS IS THE DEMON** token. Point to the Demon.

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.

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. ◎

Evil Twin
Wake both twins. Allow eye contact.
Show the good twin's character token to the Evil Twin &vice versa.

Organ Grinder
The Organ Grinder either nods or shakes their head:
    If they nod their head, mark them with the **DRUNK** reminder. ◎
    If they shake their head, remove their **DRUNK** reminder.

Investigator
Show the Minion character token. Point to both the **MINION** and **WRONG** players.

Shugenja
Point your finger horizontally in the direction of the closest evil player.
If the two closest evil players are equidistant, point your finger horizontally in either direction.

Empath
Give a finger signal.

Dreamer
The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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.)

Huntsman
If the Huntsman points to a player:
    Put them to sleep. Mark them with the **NO ABILITY** token. ◎
    If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
    Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Butler
The Butler chooses a player. ◎

Damsel
Wake each Minion. Show the Damsel token.

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. ◉

Sailor — The Sailor chooses a living player. ◉

Organ Grinder — The Organ Grinder either nods or shakes their head:
Ā If they nod their head, mark them with the **DRUNK** reminder. ◉
Ā If they shake their head, remove their **DRUNK** reminder.

Exorcist — The Exorcist chooses a player. ◉ Put the Exorcist to sleep. If the Exorcist chose the Demon:
Ā Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.

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).

Kazali — The Kazali chooses a player. ◉

Lil' Monsta — The minions pick a player. Put them back to sleep, and then:
Ā Wake the chosen player. Point to the player, & show them the **IS THE DEMON** token.
Ā Put the chosen player back to sleep. Place the **IS THE DEMON** token beside them. ◉
Place the **DEAD** token beside any living player. ◉

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

Al-Hadikhia — The Al-Hadikhia points at three players:
Ā Mark these players with the **1**, **2**, & **3** reminders, in the chosen order. Put the Al-Hadikhia to sleep.
Ā Wake the player marked **1** & say "The A-I Hadikhia has chosen" then the name of the player.
Ā Ask "Do you choose to live?" They nod or shake their head. Put them to sleep. Repeat for players marked **2** & **3**.
Ā Remove a shroud (if any) for players that choose live, & add a shroud for players that choose die.
Ā If all three are alive (none have a shroud), add a shroud to all three.

Ravenkeeper — If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

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

Banshee — If the demon killed the Banshee tonight, place the **HAS ABILITY** token. ◉
Ā Publicly announce that the Banshee died.

Empath — Give a finger signal.

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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

Huntsman — If the Huntsman points to a player:
Ā Put them to sleep. Mark them with the **NO ABILITY** token. ◉
Ā If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
Ā Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Butler — The Butler chooses a player. ◉

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