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.

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.

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

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.

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.).

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.

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.

Balloonist
Point to a player (alive or dead).
Place the SEEN token next 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.)

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

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. ◎

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. ◉

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

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. ◉

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. ◉

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.

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. ◉

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.)

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

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. ◉

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