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.

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.

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. ◎

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. ◎

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. ◎

Widow
Show the Grimoire for as long as the Widow needs.
The Widow picks a player. Mark that player with a **POISONED** reminder. ◎ Put the Widow to sleep.
Wake any good player. Show them the Widow token. Put them to sleep. Mark them with the **KNOWS** reminder. ◎

Spy
Show the Grimoire to the Spy for as long as they need.

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

Librarian
Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

High Priestess
Point to the player whom you most think the High Priestess should speak with tomorrow.

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. ◎

Nightwatchman
If the Nightwatchman points at a player:
  Put the Nightwatchman to sleep.
  Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
  Point to the Nightwatchman player. Put the chosen player back to sleep.
  Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

Dawn
Wait a few seconds. Call for eyes open.

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

Cannibal — The Cannibal has the ability of the most recently executed player. They immediately learn any 'you start knowing' information.

Sailor — The Sailor chooses a living player. ◎

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. ◎

Monk — The Monk chooses a 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. ◎

Spy — Show the Grimoire to the Spy for as long as they need.

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.

Vortox — The Vortox chooses a player. ◎

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

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

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

High Priestess — Point to the player whom you most think the High Priestess should speak with tomorrow.

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. ◎

Nightwatchman — If the Nightwatchman points at a player:
    Put the Nightwatchman to sleep.
    Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token & the Nightwatchman token.
    Point to the Nightwatchman player. Put the chosen player back to sleep.
    Mark the Nightwatchman with the **NO ABILITY** reminder token. ◎

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