☾	**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.

🪄	**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.

ℳ	**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.

𝔇	**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.

🏔	**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.

👠	**Damsel**	Wake each Minion. Show the Damsel token.
📘	**Librarian**	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
👨‍🍳	**Chef**	Give a finger signal.
🐍	**Dreamer**	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
📜	**Steward**	Point to the player marked **KNOW**. ◎
⛩	**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.
🎭	**Spy**	Show the Grimoire to the Spy for as long as they need.
🔺	**Mathematician**	Give a finger signal.
☀	**Dawn**	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Sailor	The Sailor chooses a living player. ◎
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon 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).
Exorcist	The Exorcist chooses a player. ◎ Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED** YOU & Exorcist tokens. Point to the Exorcist.
Imp	The Imp chooses a player. ◎ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.
No Dashii	The No Dashii chooses a player. ◎
Lord Of Typhon	The Lord of Typhon chooses a player. ◎
Ojo	The Ojo points to a role. If a player has that role, they die. ◎ If the role is out of play, the Storyteller chooses any number of players that die. ◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
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.
Damsel	TBD
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Juggler	Give a finger signal.
Spy	Show the Grimoire to the Spy for as long as they need.
Mathematician	Give a finger signal.
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.