🌙	**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.).
	Yaggababble	Write a phrase down so that the Yaggababble can read it. Show the Yaggababble the phrase.
ℳ	**Minion Info**	If there are 7 or more players, wake all Minions: 　Show the **THIS IS THE DEMON** token. Point to the Demon.
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.
	Poisoner	The Poisoner chooses a player. ◎
	Courtier	The Courtier might choose a character. ◎◎
	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. ◎
	Godfather	Show the character tokens of all in-play Outsiders.
⚖	**Devil's Advocate**	The Devil's Advocate chooses a living player. ◎
	Pixie	Show the Townsfolk character token marked **MAD**.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Balloonist	Point to a player (alive or dead). Place the SEEN token next to the shown player. ◎
👓	**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. ◎
🌅	**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.

Pixie — If the Townsfolk marked **MAD** died, & the Pixie player has been sufficiently mad that they were this character: Replace the **MAD** reminder with the **HAS ABILITY** reminder. ◎

Poisoner — The Poisoner chooses a player. ◎

Courtier — The Courtier might choose a character. ◎◎

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. ◎

Devil's Advocate — The Devil's Advocate chooses a living 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. ◎

Yaggababble — For each time the Yaggababble publicly said their phrase:
You may place a **DEAD** token next to a living player. ◎

Godfather — If an Outsider died today, the Godfather chooses a player. ◎

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

Choirboy — If the Demon killed the King, wake the Choirboy. Point to the Demon player.

Moonchild — If the Moonchild is due to kill a good player, they die. ◎

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

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. ◎

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.